JUNE 1992

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BEETLE-MANIA!, p.48

GAMES

SPECIAL WHEN LIT

In this pinball maze, start at the lower right and follow the paths from bumper to bumper. Keep a running total of your score as you go.

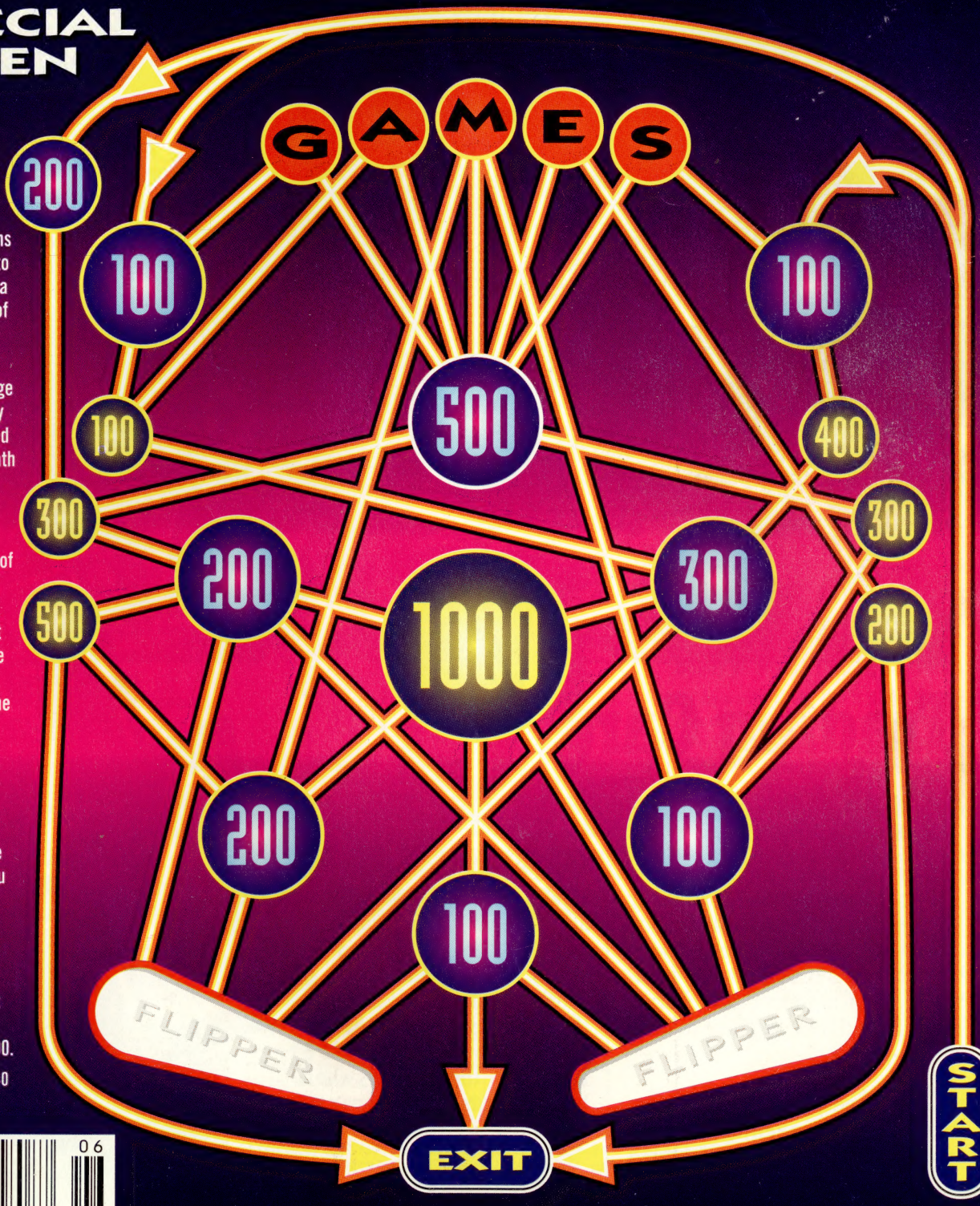
You may change directions only at bumpers and flippers. No path may be used more than once.

If all 5 letters of GAMES are hit (in any order), all subsequent bumpers score double. If you hit a flipper, the next bumper you hit scores double (quadruple if GAMES is lit).

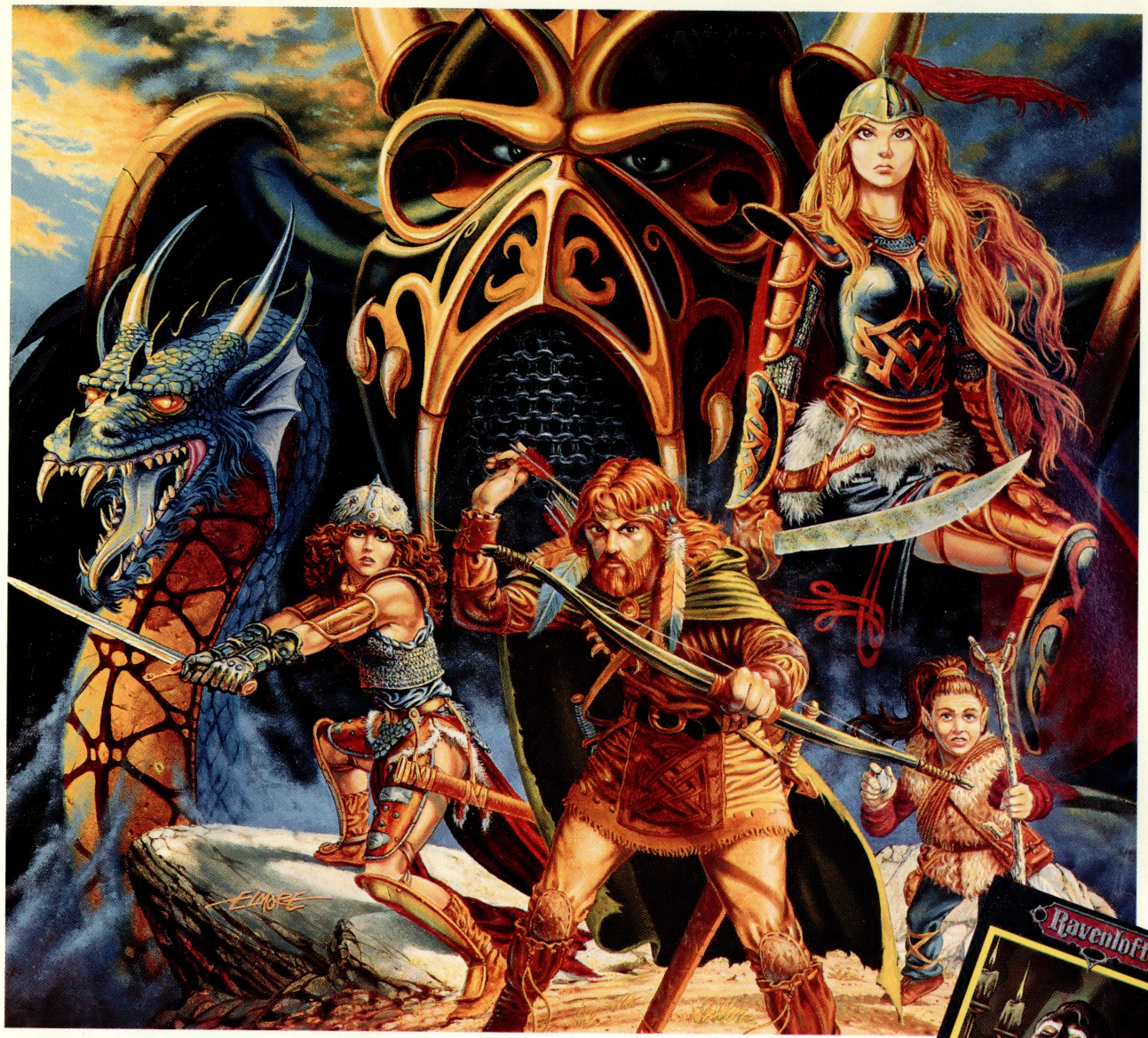
For your score to be valid, you must exit the maze at the bottom.

Good score: 10,000. Expert score: 13,000. Our best: 15,500.

ANSWER, PAGE 40



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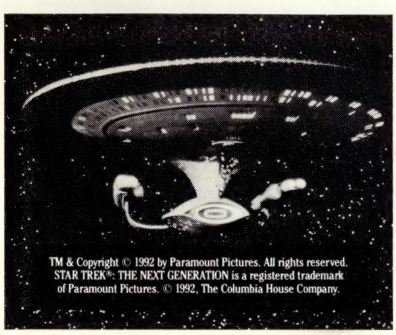
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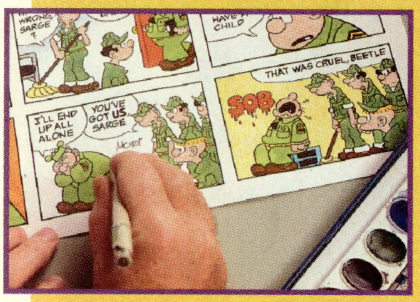
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VOL.16 NO.3 (ISSUE 109)



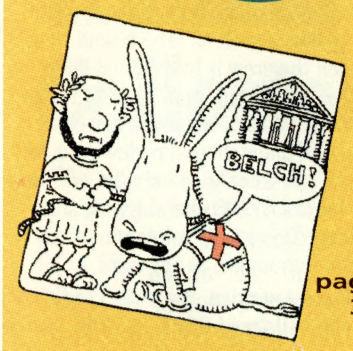
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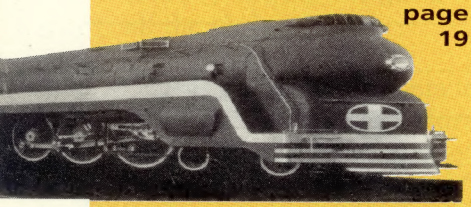


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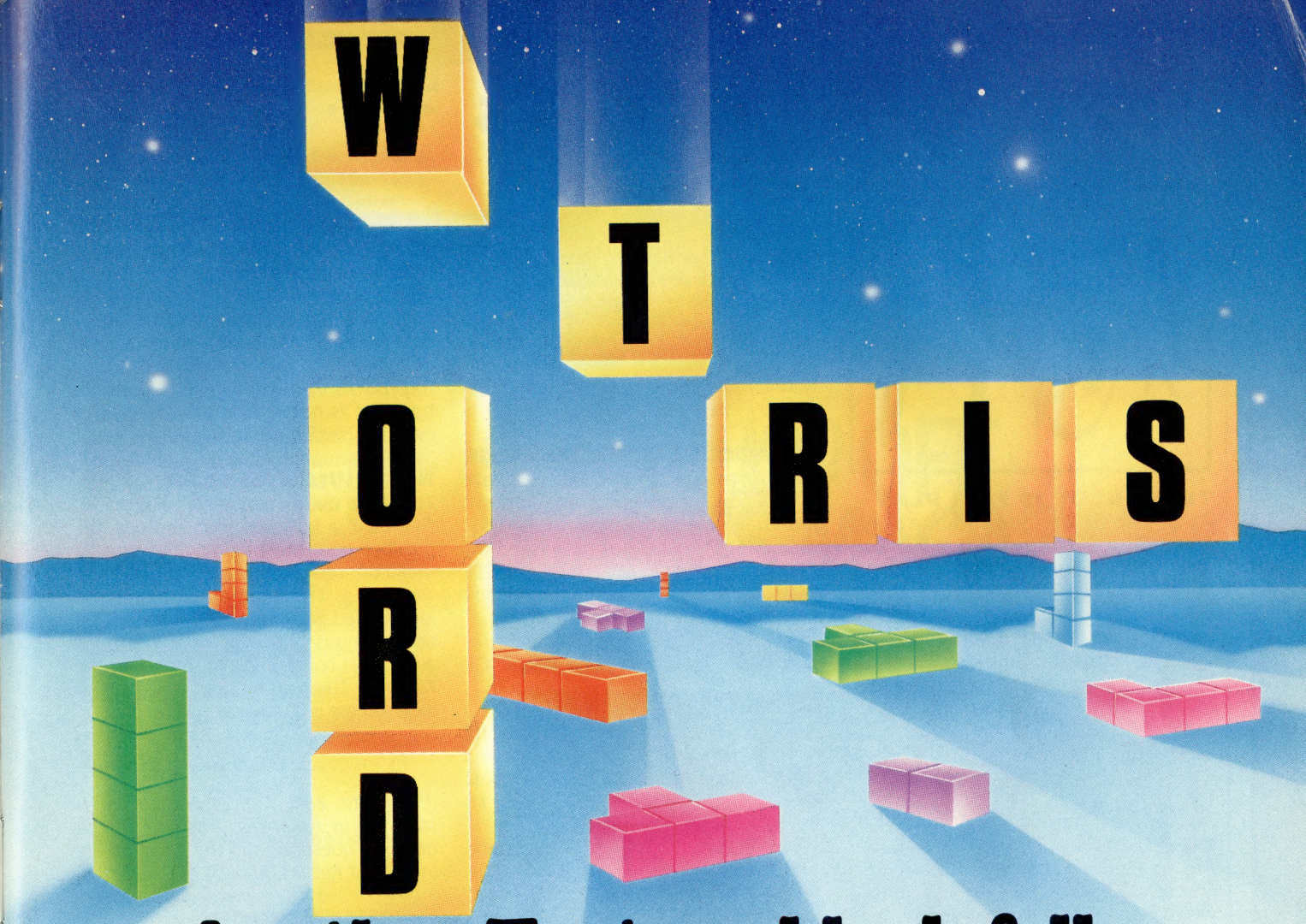
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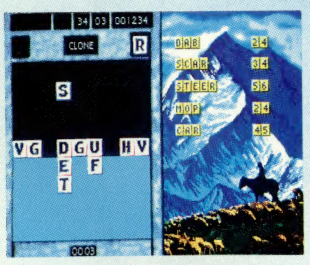
COVER PUZZLE **PADDY SMITH** ILLUSTRATION **TOMMY WALKER**



Another Eastern block falls.

There's a new 'TRIS on the block. Its name is WORDTRIS. And if you love TETRIS, this latest fast-action, falling block, Soviet game will boggle your mind.

This time the falling pieces are letter blocks. Form them into words and score points. As each block falls, it pushes down the blocks below, producing an ever-changing kaleidoscope of letters where scoring opportunities appear - and vanish - at the blink of an eye.



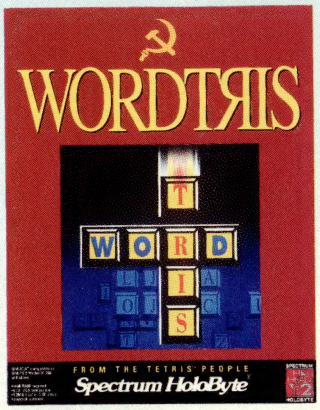
Go for XYLOPHONE if you dare.

Create words horizontally or vertically, but don't put all your E's in one BASKET. Because every time a word lines up, *poof!* those letters disappear, and the blocks below pop up to fill the spaces. So whenever you earn points you stir up the alphabet soup. And suddenly that falling M has no HOME to go to.

WORDTRIS keeps raining vowels and consonants until you've collected enough words to move to the next level, or the well fills up. Of course, each successive round ups the ante as the blocks fall ever faster. But you can choose your difficulty level to match your skills, and select from single player, cooperative, competitive, head-to-head or tournament modes. The built-in 30,000 word dictionary verifies even the most obscure word.

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LETTERS



TURNABOUT IS FAIR PLAY

As a graphic designer, I am always "drawn" to your visual pun and design games. So it was a treat to read about ambigrams in "As The Words Turn" (February, Gamebits). Each year I design my own Christmas card, and this year I decided to do an ambigram saying "Happy Holiday" after I accidentally saw my handwritten "happy" upside-down. Seeing the possibilities, I refined it to achieve this final result.

Beth Thomas
West Chester, OH

TO BE PERFECTLY FRANKLIN

Are you putting us on? In doing "The First Word Search Ever" (April, Pencilwise), I found at least seven words that could not have been in existence in 1790. Can it be that these appeared strictly by chance? I would like a mathematician's guess as to the odds against this happening. What's the story?

Joe Jacob
Rochester, IN

Your reproduction of Ben Franklin's first word search ever was intriguing. I know Franklin was a very forward thinker and inventor, but I was astounded to learn he was such a subconscious prognosticator. These unlisted words and phrases were in his puzzle: ATOMIC BOMB, ALASKA, LIGHT BULB, SATELLITE, ALBANIA, LASERDISC, TELEVISION, ELEVATOR, BASEBALL, MICROWAVE OVEN, and even BART SIMPSON *(¡Ay caramba!)*. This wouldn't have anything to do with the fact that this puzzle appeared in your April issue, would it?

Jeff Singleton
Evanston, IL

Except for contests, this puzzle drew more letters than any other in the past year. Significantly, the date of the puzzle's supposed first appearance was April 1, 1790. That should have been a red flag. Suspicions were confirmed by the solution, in which the loops around the 25 words themselves formed the message A-P-R-I-L-F-O-O-L-S. For the record, other unlisted anachronisms hidden in the grid were ROBOT, AIRPLANE, XEROX, and ELVIS. Credit for "discovering" this historic puzzle goes to Contributing Editor Lou Kesten.—Ed.

THE MEDIUM IS THE MASSAGE

I teach massage therapy, but you have no idea how therapeutic it is to sit down and challenge the games of GAMES. Nearing age 70 has not diminished my trains of thought ... NOT ONE SINGLE BIT!!! GAMES can be given some credit for keeping the mind alive and kicking.

Andy Sklivis
Hammond, OR

THAT'S TOTALLY AB-SIRD!

Thanks for opening my eyes to the world of sirds and stereograms! Finally seeing "The Six Balls of Medici" (April, "Look, Ma, No Glasses!") was as close to an epiphany as I've experienced in years.

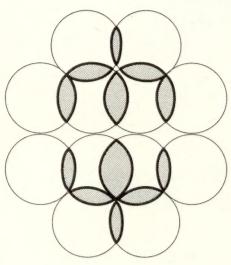
Conrad Damon
La Mirada, CA

Your April use of the novel sirds was a great exhibition of reverse psychology. I'm sure I wasn't the only reader who raised a skeptical eyebrow before raising both in astonishment.

Mark Iverson
Salt Lake City, UT

I can't stop staring at GAMES magazine! After perfecting my 3-D gaze on "The Six Balls of Medici," my eyes starting picking up a secondary 3-D picture, a sort of mutated version of the intended image. At first, I thought it was the lighting or a smudge or even wrinkles. Finally, I realized I was gazing too deeply into the page! I do believe I'm onto something big. Something akin to playing a record backwards to reveal the demonic message ...

Jana Luscher
Chagrin Falls, OH



You're not alone. Quite a few bedeviled readers wrote with identical drawings of that overlapping, double image, as shown above. This effect is caused by overfocusing, so that the two focal points at the top of the picture become four points instead of three. The result, however, is not satanic Morse code, or even the Hidden Contest.—Ed.

NO TRIVIAL MATTER

I liked the questions to "Calculatrivia V" (February) a lot more than those in the previous one, but I didn't finish due to lack of research opportunities in Wyoming. For example, I never did locate Toad Suck Ferry, though I ran up an enormous phone bill trying. I called everyone I could think of, including the National Geographic Society—but no luck! Where is it, anyway?

Karen Stephens
Casper, WY

It's on Rte. 286, 7 miles west of Interstate 40 in Arkansas. Answers to the other 39 questions and the equation are in Contest Results on page 58.—Ed.

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll print the first or most entertaining letter and send the writer a GAMES T-shirt.

DECEMBER

My friends in Music City insist that the famous music hall referred to in "Ain't It Grand!" (page 25) is actually called The Opry House. It's the show itself that is called *The Grand Ole Opry*, which used to originate from the Ryman Auditorium and has also been taken on the road.

Jim Herrin
Cookeville, TN

FEBRUARY

In your crossword "Crazy Eights" (page 35), the hard clue for 47-Across is incorrect. Counselor Deanna Troy, the Betazoid on *Star Trek: The Next Generation*, is an empath, who reads or perceives feelings, not a telepath, who reads thoughts.

Meg Platis
Playa del Rey, CA

What could we have been thinking? *You're right. Thanks for sharing your feelings.—Ed.*

GAMES

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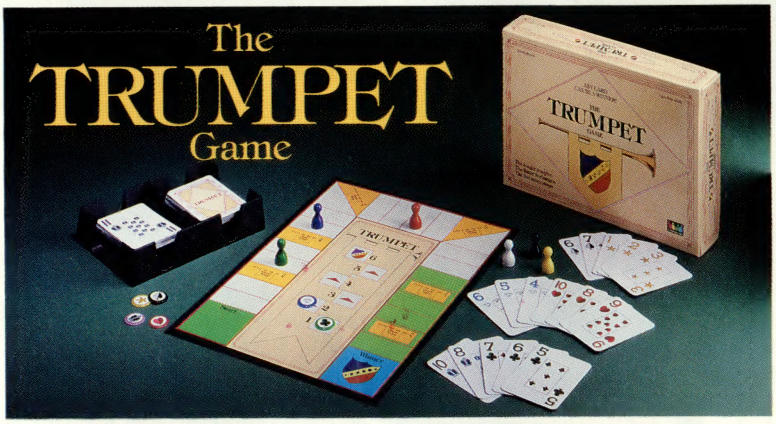
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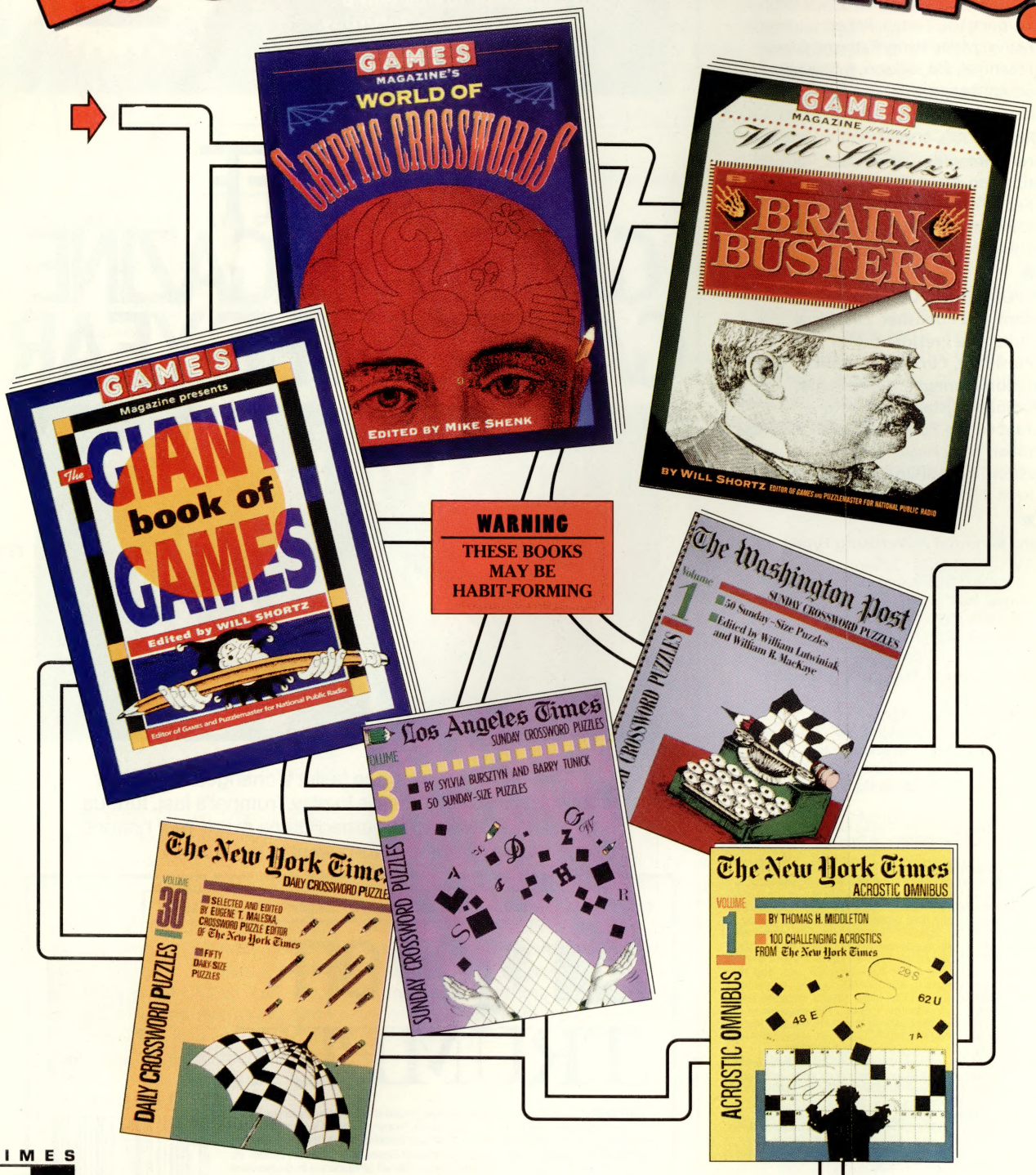
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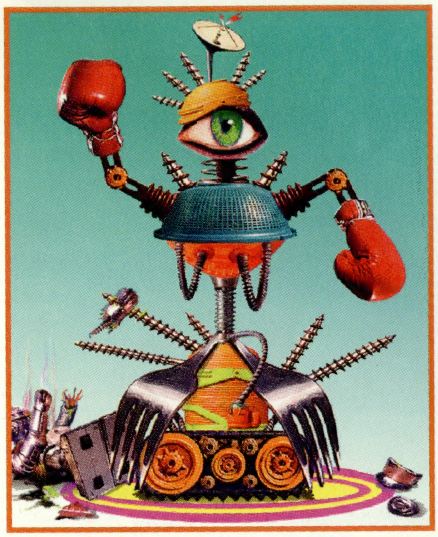
GAMEBITS

by lou kesten

WAR OF THE ROBOTS

Before George Bush embarked on his ill-fated tour of Japan last winter, another team of American ambassadors was being welcomed much more warmly. They were students from the University of California, Riverside, visiting Tokyo to compete in a peculiarly Japanese contest: the All-Japan Robot Sumo Tournament.

Robot sumo combines the traditional Japanese sport with that country's current fascination and expertise with electronic gizmos. The robots square off in a five-foot-diameter ring and try to push the opponent out of the ring or flip it over. But while human sumo wrestlers typically weigh in at around 500 pounds, the robots may be no heavier than seven pounds.



The three-year-old tournament, sponsored by Fuji Software, attracts more than 400 competitors, including robots designed by Japan's top universities and corporations. The teams from UC were the first Americans to participate. Steve Belinski, director of UC's Systems Clinic, says the students were greeted at the airport by camera crews, who followed them around Tokyo for their entire five-day visit. He comments that the attention wasn't surprising, since the last robot sumo tournament had been nationally televised. "There's a lot more coverage of science and technology over there."

And UC's engineering students also have a lot to learn about this new sport: Two of the three American competitors failed to make it past the first round. Eclipse, the one robot that survived a little longer, was "your basic pushing robot," says Belinski. Built by electronics technician Jerry Sorrell, Eclipse featured four-wheel drive with geared motors on each wheel, as well as a two-pointed scoop designed to flip the opponent over. Eclipse triumphed in its first two rounds but didn't make it to the second day of competition.

Still, says Belinski, UC's entourage "got a good chance to view different designs and see what worked best. We'll be back next year." ■

LECH'S-ICOGRAPHY

According to the Polish daily *Sztandar Mlodych*, president Lech Walesa is now the proud winner of the equivalent of five dollars. Walesa won the prize in a crossword competition, which he entered on presidential stationery. The puzzle's solution read: "Sadness is a tree whose fruit is tears" (using selected letters from the grid)—and Walesa's entry was picked at random from dozens of correct answers.

"Our phone call to the president's chancery confirmed our discovery," the newspaper said. "Lech Walesa reads our paper and solves our crosswords." ■

CD, FEEL ME

For every music fan who enjoys the convenience of compact discs, there's another with complaints: "They're too expensive." "They're ecologically wasteful." "I miss all the cracks and pops on my Jimi Hendrix LPs." But the saddest loss, esthetically, has been the demise of the album cover; no one's ever likely to create another masterpiece like the sleeves for the Beatles' *Sgt. Pepper's Lonely Hearts Club Band* or the Who's *Tommy* within the CD's dinky format.

Not so, says Manhattan-based artist Spencer Drate. Drate designs special CD packages for record companies, and he has a substantial collection of bizarre CD cases from the U.S. and England. "Most of these," Drate says, "are sent out to deejays, critics, or promoters to draw more attention to the record." And more elaborate cases are becoming commercially available to collectors who want a little more for their buck.

The most innovative CD designs often relate to the album title in one way or another. The promo package for Jane Wiedlin's *World on Fire* was an oversized matchbook. Tina Turner's *Foreign Affair* came in an imitation passport, while Al B. Sure!'s *Private Times ...* was housed in a fake diary, complete with key. Capitol Records produced a coffin with a pop-up corpse for Megadeth's *Rust in Peace*.

Sometimes the band's name is taken into account. The case for the Time's *Pandemonium* included a fully functional digital clock, while the last New Kids on the Block CD package looked like a high school locker. And designers are increasingly taking advantage of their ability to put graphics on the surface of the CD itself. One recent promotional sampler from Capitol came in a miniature pizza box; the disc, naturally, was designed to look like a deluxe pizza.



Spencer Drate welcomes the challenges of the smaller format. "It's exciting if you can get the record company to spring for the extra money," he says. "Putting together the right elements is all that matters." ■

ILLUSTRATION BY DAVID PETERS; PHOTOGRAPH COURTESY TOMMY STEELE / CAPITOL RECORDS / SPENCER DRATE

STEEDS AMBIDEXTROUSLY SPOONFEED DESSERTS

Records from the World of Words

by eric albert

★☆ The word "laugh" always brings a smile to my face. I can't help but read it as "L.A.—Ugh!"

If you too catch yourself breaking words in half, mentally anagramming street-sign names, or pondering the relationship between *Harpo* Marx and *Oprah* Winfrey, then welcome to the club: the club of recreational logology.

The systematic study of English wordplay dates from 1965, when Dmitri Borgmann's classic work *Language on Vacation* was published. Borgmann, who was born in Germany and learned English as a second language, collected an enormous number of word oddities, organized and added to them, and in many cases coined terms for them that are still used today. (It was Borgmann who first applied the term "logology" to the study of wordplay).



Logologists reject the traditional view that words are mere fragments of meaning, interesting only when combined into a Shakespearean play or a rap song, and instead treat them as combinations of letters and sounds to be examined and manipulated. Researchers like Borgmann struggle with classic challenges such as "Name three words that end in -GRY." Most people get stuck after ANGRY and HUNGRY, but dedicated logologists have dug up 85 more examples (none of which you've probably ever heard of!). Working a similar vein, experts have combed reference works to find entries that contain each of the 676 two-letter combinations from *aa* (BAZAAR) to *zz* (BUZZ). All 676 combinations—including the tricky ones starting with Q—have in fact been found.

Like the rest of humanity, logologists are fascinated with records. What's the longest word in which the only vowels are I's? (PRIMITIVISTIC.) What's the longest word that can be made using only the odd-numbered letters on a telephone dial? (WELL-EXPRESSED.) What's the best way to slip these tasty tidbits into a cocktail-party conversation?

Finding the answers to questions like these can require days of effort, so we're not going to ask you for the longest word that contains only letters from the second half of the alphabet (NONSUPPORTS). That would be cruel. Instead, we've gathered the results of various logological labors and displayed them below. All we ask you to do is determine what record each entry holds. For example, if we listed BILLOWY, the answer would be "It's the longest word whose letters are in alphabetical order." We give only one word for each record, but sometimes others (BEEFILY, in this case) may also qualify. Occasionally, a little-known word (e.g., AEGILOPS, a genus of grasses) beats our example; we mention it in Answers. ■

Eric Albert wrote the article "Crosswords by Computer" for the February GAMES.

WHAT UNUSUAL RECORDS DO THE FOLLOWING WORDS HOLD?

1. BOOKKEEPER
2. Fiji
3. STRENGTHS
4. DESSERTS
5. ANGERED/ENRAGED
6. QUEUEING
7. SPOONFEED
8. STEEDS/TUFFET
9. FACETIOUSLY
10. BABE-FACED
11. HAPPENCHANCE
12. CATCHPHRASE
13. AMBIDEXTROUSLY
14. HOOCHIE-COOCHIE
15. FORECASTLE
16. BEZIQUE
17. SLEEVELESS
18. QUASI-IMPROVEMENT
19. TEMPERAMENTALLY
20. OVERSTUFFED CHAIR

ANSWERS, PAGE 40

ILLUSTRATION BY CARLOS TORRES

THE GAME FOR A NEW GENERATION...

"This is the game most likely to succeed in a diverse group; everyone we know who has tried, likes it. . . ."
—GAMES Magazine

COSMIC ENCOUNTER®

You've probably already heard of it. *Cosmic Encounter* has been around for over a decade and has been reviewed in GAMES several times. Die-hard fans enjoy the fast-paced, humorous action, the ever-changing strategies and the constant shift of alliances. Now this GAMES 100 favorite is back and better than ever. The new *Cosmic Encounter* combines elements of the original boxed set, the best of the previously released supplements and all-new material to make the most playable version of *Cosmic* ever. *Cosmic* includes 48 Alien Powers, flare cards and new rules for reverse planet hexes. Play is as varied as the stars—there are 9,000,000,000 different ways for the Alien Powers to combine, making *Cosmic Encounter* action-packed and out of this world!

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Just what you asked for: more items for use with Cosmic Encounter. Alien Powers can now use Technology to improve their ability to break rules. Other goodies include Comets, Reinforcements, Special Destiny cards, and two kinds of Kickers. Also features 54 new Alien Powers, negative attack cards and new Edicts. Combined with Cosmic Encounter, this expansion reincarnates everything in the original version and its nine supplements, plus at least 25% new material—all for less that the original set.

Cosmic Encounter and *More Cosmic Encounter* are for 3 to 6 players, ages 12 to adult. Available at all fine game, hobby and comic stores near you.



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EXTRA BALL. SPECIAL WHEN LIT. TILT.

Do these words ring a bell? They should; they're associated with a popular game that has been around for more than 60 years.

It was around in 1939, when William Saroyan's play *The Time Of Your Life* featured a "marble-game addict" named Willie. It was around in the '50s, an era memorialized in TV's *Happy Days*, in which Richie and The Fonz played what by then was called pinball. And it was around in the '70s, when it was a central theme of the Who's rock-opera *Tommy*.

But then a new kid grabbed the spotlight and pinball faded. *Star Wars* had shown us a galaxy far, far away, and sci-fi high-tech videogames (and later computer games) were all the rage.

Video seemed to be where entertainment was going. Just as the movies had evolved from black-and-white silents to Technicolor talkies, the prevailing opinion was that this art form, too, would continue to advance, dazzling our senses. Pinball was suddenly seen as a relic.

But if you listen closely, you just might hear something remarkable: the clinking of quarters dropping into pinball slots. A *lot* of quarters. They add up to more than $2.5 billion a year, or half the annual take of the entire film industry.

Now, back with a vengeance, and more popular than ever, pinball has undergone a dramatic metamorphosis, due in no small measure to the adaptation of state-of-the-art electronics. The result is a far more sophisticated playing experience, with high-fidelity sound systems that deliver both speech and fully orchestrated musical scores; flashing lights and other special visual effects; and such features as mechanical toys, elevated ramps, and multiball play. It's no wonder that more and more people are trying their hand at manipulating that silvery 2.8-ounce 1 1/16-inch steel ball.

Pinball has survived despite the competition offered by videogames, which take us on death-defying adventures, place us right on the field in realistic sports simulations, and force us to use our brains to solve puzzles. Pinball has an allure all its own: the challenge of keeping an unpredictably moving ball from submitting to the inexorable pull of gravity with nothing to aid us except reflexes and concentration—and, of course, flippers.



In some ways, pinball transcends the concept of "game." It is a test of wills between machine and player. Pinball wizardry is the ability somehow to anticipate where the ball will be a fraction of a second ahead. An editor of *Sports Illustrated* once said it's like being in "the zone"—in total control, in synch with the game. We are completely focused, able to achieve anything; if we hit all the targets in the right sequence, our strategy comes together as cohesively as it does for a chessmaster.

More important, pinball provides a medium in which each individual player can express his or her own style of play. We can improvise and try what might appear to be geometrically impossible. There are no "right" or "wrong" approaches for attack, only the ever-present need to overcome the force of gravity in a universe of solid objects while maneuvering a ball that is destined eventually to escape our control.

Ironically, what almost killed pinball has also been responsible for its current reemergence. Developments in videogame design over the last decade have had a profound influence on the direction pinball has taken. Not too long ago, pinball lacked depth. Sure, there were the bells and whistles and lush graphics that everyone associated

PING OUT



BY ROGER SHARPE

with pinball; but there wasn't much for players to do.

Video, on the other hand, was unfolding massive worlds that players could explore and instantly relate to.

Then one day designers realized that what was working for video could be adapted for pinball. On the simplest level, this included allowing players to enter their initials on achieving one of the highest scores. This small step gave players that vital "phantom competition" that all good pinball shooters aspire to: visible recognition as among the best on a given game.

But this was only the beginning. There also came a better understanding and utilization of electronic technology, which pinball embraced in the late '70s. Harnessed for game design, it dramatically changed the stakes.

Steve Kordek, who heads up pinball design for the world's leading manufacturer, Williams Bally/Midway, has been in the business since 1937. One of his most notable accomplishments was the placement, in 1947, of a set of flippers at the bottom of a pinball playfield, on a game called Humpty Dumpty. This has been the standard configuration of flippers ever since.

Kordek, like most game designers in the early days, was really a one-man operation. He would devise a game layout, then decide what features he wanted to incorporate and where to place them. Following full-scale drawings, he would personally wire up and build a working playfield to test his ideas. This process took a few months. Then the game's theme had to be decided upon, and Kordek would sit down with an artist to decide what to name the creation.

How times have changed! Pinball creation, as with videogame design, is now a team effort. Six to eight individuals, comprising game programmers, sound and music programmers, graphic artists, and mechanical and technical engineers, collaborate under the direction of a team leader in a process that takes 9 to 14 months from conception to completion. The result is a game with a unique and complex personality, in which the artwork, sound effects, speech, and music all come together to provide (the designers hope) an exciting, coherent experience. When you stand before a machine, they want you to feel compelled to drop a quarter into the beckoning slot.

To appreciate how far pinball has come, consider the milestones of human ingenuity and technological innovation that make up its history.

In 1871, Montague Redgrave, of Cincinnati, Ohio, modified and downsized a popular amusement game of the time and called it Improvements in Bagatelle. It was nothing more than a tabletop wooden playfield fitted with a series of nails through which a ball, impelled by gravity, made its way down into various small scoring cups. Unfortunately, the world did not clamor for Redgrave's oddity.

In 1931, David Gottlieb and his family, working in a Chicago garage, produced a countertop game that served up seven balls for a penny. Baffle Ball, as it was called, was the first commercially successful pin game. Other entrepreneurs saw the simple mechanical device on which it was based and figured that they, too, could make a fortune. Among the first Baffle Ball imitators was a more brightly painted variation on the same theme called Ballyhoo, the game that helped launch the Bally pinball name.

Despite his success, David Gottlieb felt that it was only transitory. In 1932, his D. Gottlieb & Company manufactured what he thought would be its last game, Five Star Final. That was the year a young Californian named Harry Williams, who had aspired to be a Disney animator, discovered a new outlet for his creativity. Pinball would never be the same.

Williams knew there was a future for the "marble games," as many called them. He began his own distribution company and sold games by D. Gottlieb and other manufacturers. Then he began to experiment with

his own game ideas, rearranging playfield features and creating totally new layouts that could fit into existing cabinets. Since his refurbished games sold for less than the new models, Williams soon had a thriving sideline to his regular distributing business.

It didn't take long for Williams's design changes to attract the attention of Sol Gottlieb, David's brother, who offered to produce machines with Williams's modifications and to pay him a 50¢ royalty per machine. Williams accepted.

"At that point," Williams later recalled, "I decided to stop rebuilding games and try to do one from scratch, patent it and everything. Build it the way I wanted to see a pin game made."

Williams's first effort was a game called Advance. In terms of the art of pinball design, it lived up to its name. Although Advance had no electrical features (coin amusement machines were still mechanically operated), Williams found new ways to introduce more action and motion into the game. Arches at the top and bottom of the playfield were metal instead of wood. The player was given 10 balls to maneuver through "mechanical gates" and down to the high-scoring areas of the playfield.



"The mechanical gates stopped the balls," Williams remembered. "By putting another ball through a hole at the top of the machine, the player raised the gate and allowed the first ball to roll down into the high-scoring area. It was the first game to help move the ball. I put it in a drugstore and it did very well."

But so delicately balanced were these gates that they were vulnerable to nudges by players. "One day in 1932," Williams continued, "I went to the drugstore and saw a fellow hitting the bottom of the Advance machine to make the gates bounce up and let the balls go through without his having to aim. Well, this got me mad because he was cheating. So I took the game off location and hammered fine nails through the bottom of the machine. Anybody who tried to affect the play of the game by slapping the flat of his hand against the game's undersurface would now think twice before trying it again."

But Williams knew that this solution was not only cruel, it was also makeshift. So he developed a simple, effective device that stopped play if the machine was handled too roughly. The device, which Williams named Stool Pigeon, consisted of a small ball balanced on a pedestal. If the game was

Playing For Keeps

If there seems to be a void in your living room, rec room, den, or other spot that a pinball machine could fill, take heart. Buying your own game may not be as difficult or expensive as you think. Older machines don't just fade away. In fact, many turn up in the homes of enthusiasts looking to reclaim a well-weathered friend from the past or to acquire a modern conversation piece that can help while away the hours.

A few cautions, though: First, purchase a game that you'll still enjoy after the initial novelty has worn off. This means you should find one that has taxed you to the limit of your endurance, one that you've never mastered but still find vexingly pleasing. If not the specific game of choice, at least find one with the general features (drop targets, multiple flippers, ramps, multiball play, etc.) that you like.

Machines from the late '60s to mid-'70s go for $300 to $800, depending on condition. Models of more recent vintage, which tend to be electronic, can set you back $1,000 to $2,000 or more, while the newest of the new could run over $3,500, if you're lucky enough to get one before it hits the local game rooms.

As for where to buy, try the owner of your favorite arcade. Or check the Yellow Pages under "Vending Equipment" or "Arcade Machines." You might also visit a local distributor, whose showroom (or possibly warehouse space) will have games for sale. A distributor has the advantage of providing delivery and setup, and may be able to handle any service problems that arise down the road.

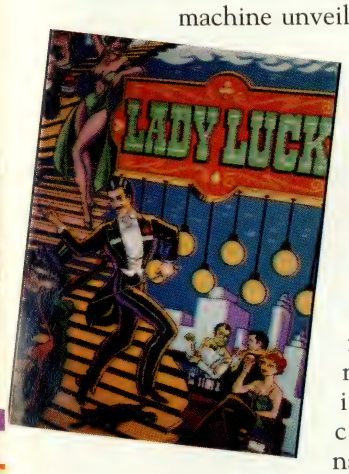


shaken or pounded, the ball would fall off and strike a metal ring, which ended the game immediately.

Back in the drugstore, when one of the regular Advance players tried his strong-arm tactics, he got a surprise. "Oh, look, I hit it and it tilted," the player said. Williams quickly changed the name of his new device from Stool Pigeon to TILT!—and a new word entered the language of pinball.

A few years later, when the age of electricity came to pinball, Williams invented the "pendulum tilt," the standard anti-cheating device in today's machines.

Williams had more tricks up his sleeve. In 1932, his Contact machine unveiled not only the first battery-powered solenoid action on a playfield, but also a new dimension of sensory feedback—sound.



Pinball now began a rapid evolution notable for the introduction of colorful illuminated backglasses attached to the playfield cabinets, automatic scoring totalizers, bumpers, and other technical advances. This period also saw the introduction of a very simple idea that proved to have enormous consequences: legs, which took the games off the counters and allowed them to be placed wherever there was enough floor space. And in 1947 came the feature that radically transformed the entire genre of pinball: flippers.

In the last 45 years pinball has lived several lives. To the hardcore aficionado, the '50s and '60s are considered the Golden Age, an era of incomparable design and graphic artistry, a time when pinball was "pure" and unencumbered by unnecessary technological intervention.

For others, the mid- to late '70s, when solid-state electronics replaced the electromechanical base upon which pinball had thrived, represent pinball's true breakthrough to a universal audience.

1000 WHEN LIT

But all that pales in comparison with what the '90s have meant to pinball development. Today, despite advances in videogame design that have opened doors to digitized graphics, CD-ROM, laser disc, full-scale simulators, and the promise of virtual reality, pinball continues to shape its own future with more feature-laden extravaganzas.



New pinball machines serve up such striking effects as the quaking tremors of Earthshaker—the machine actually shakes in your hands; spinning disks that send balls careening in ways not thought possible; the wind-blowing fan in Whirlwind; and the taunts and antics of a dummy named Rudy in a game called Funhouse.



The four leading companies in the field—Midway Manufacturing Company (makers of Bally pinball machines), Data East, Premier Technology (makers of Gottlieb machines), and Williams Electronics—are producing games of a complexity and sophistication that could not have been imagined only a decade ago.

Terminator 2, for instance, brings back the film cyborg from the future, featuring Arnold Schwarzenegger's own voice and a specially designed gun grip to replace the familiar plunger for sending a ball onto the playfield; an Endoskeleton skull with glowing red eyes peering down from the top of the playfield; a swing-out cannon to fire at a hovering Hunter Killer; and two ramps that take you through all 10 security levels of the Cyberdyne Defenses via the Artificial Intelligence Lab and Skynet Command—it's the hit movie brought back to life.

In Star Trek, players boldly go where no pinball players have gone before. Kirk, Spock, Scotty, McCoy, the *Enterprise*, and Klingon ships are all present as you do battle, pick up dilithium crystals, power up phasers, beam down to the Ice Planet, and go into warp speed for a transporter effect that literally dematerializes the entire crew on the game's backglass.

For original themes, there is Surf 'N Safari, where Rodney the Gator welcomes you to his beach club water park filled with rapids, whirlpools, pipelines, and boomerangs, not to mention a junk food concession and a souvenir shop. Or the amusement park setting of Hurricane, complete with spinning ferris wheels, clown jugglers, roller coasters, shooting galleries, dunk the dummy, and lively calliope music.

The future? Enthusiasts envision games involving holography, lasers, multilevel, multiball environments, more tactile player interaction, and perhaps even some form of sensory feedback as yet undreamed of.

The only thing that seems certain is pinball's ability to adapt to the demands of a never-ending influx of players who want inexpensive leisure-time entertainment and who are capable of suspending their disbelief in the unexpected. ■

Roger Sharpe is the director of marketing for Williams Bally/Midway, and is the author of Pinball!

PHOTOGRAPHS COURTESY ROGER SHARPE

JOAN'S

CREATED BY JOAN STEINER



There's something fishy going on in this picture, and it's not the tuna special. Look carefully. Hidden in the photo are a thimble, a pencil sharpener, a nail clipper, a



PHOTOGRAPH BY WALTER WICK

yellow crayon, and more than 60 other everyday items. If you find 45 or more, you've earned the right to have dinner in a *real* restaurant!

ANSWERS, PAGE 40

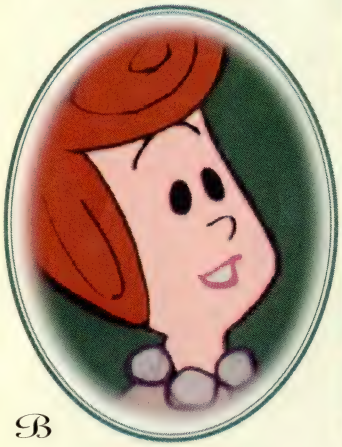
I Remem

BY EVIE EYSENBURG

In commemoration of Mother's Day, here are 16 of TV's most popular moms, past and present. Can you (a) reunite them with their families, (b) name the TV shows on which they appeared, and (c)



A



B



C



E



D



F



G



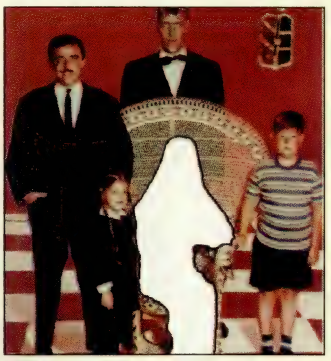
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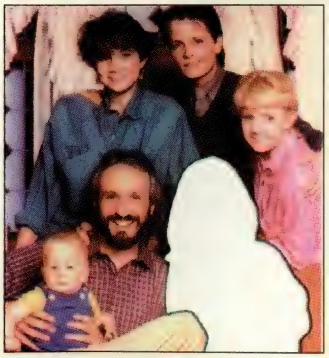
7



8



9



13



14

...er Mama

give the moms' first and last names, too? For example, Lucy Ricardo (A) matches with *I Love Lucy* (#16). Getting 10 or more correct entitles you to a big slice of apple pie. ANSWERS, PAGE 43



4



5



6



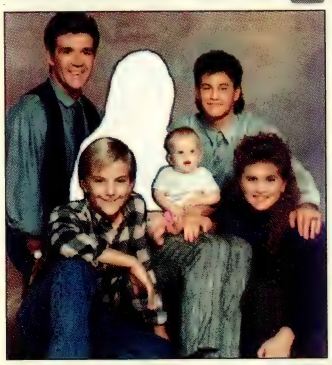
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16



M



N



K



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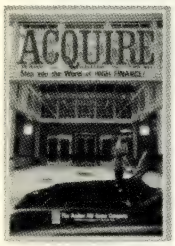


L



P

PLAYS GREAT, LESS RULES!

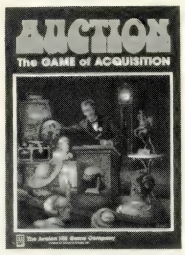


ACQUIRE
Building hotel empires to become wealthiest owner through shrewd buying and trading. For 2 to 6 players.



ADEL VERPFLICHTET
A sophisticated paper, scissors, rock game where two to 5 players attempt to outguess opponents in the acquisition of art.

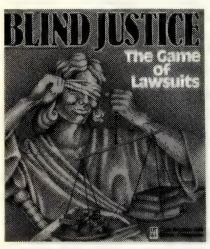
Choose from 20 parlor games that get you into play almost immediately. Minimum of rules! Maximum play value! All have earned awards of merit in the past. Winners of high honors include **Adel Verpflichtet**, voted *German Game of the Year;* **Acquire**, in Games Magazine's *Hall of Fame;* **Rail Baron**, Strategists' Club *Best Game of the Year.* What's **your** interest in games? Games of skill! Logic! Realism! Strategy! Whatever—we have a great game for you...



AUCTION
Two to 4 players attempt to amass antiques of great value from among the fakes.



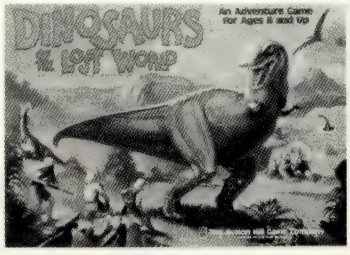
BALI
The best of all the word-forming games. Up to 4 players form words from cards containing letters. Includes solitaire version.



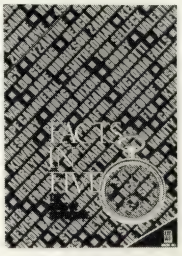
BLIND JUSTICE
Players become plaintiff and jury to decide monetary awards of actual real life cases. Any number can play.



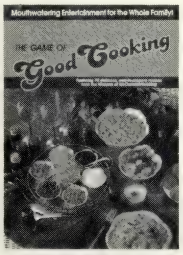
CANDIDATE
Played on a state by state basis, 2 to 6 players vie for their party's nomination for president.



DINOSAURS OF THE LOST WORLD
Three games in 1; play is based on Sir Arthur Conan Doyle's *Lost World* novel and film.



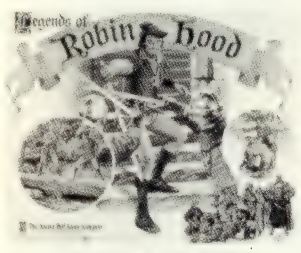
FACTS IN FIVE
Game of knowledge recall based on a variety of categories. For 2 or more players.



GAME OF GOOD COOKING
A race for 2 to 4 players to prepare the best meals. Authenticated by The McCormick Spice Company and includes their guide on gourmet cooking.



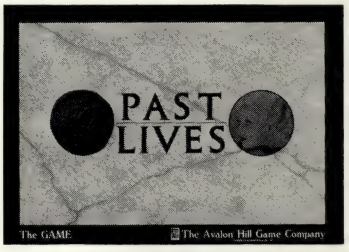
$GREED
A pure gambling game for any number of players. Comes with specially lettered Dice used to form winning combinations.



LEGENDS OF ROBIN HOOD
Sophisticated card game for 2 to 5 players, who seek to rob the most money.



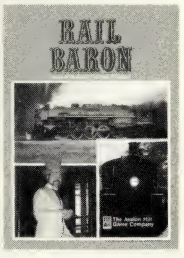
LUCK OR LOGIC
Fortunes rise and fall depending upon the answers to humorous riddles. For 2 to 6 players.



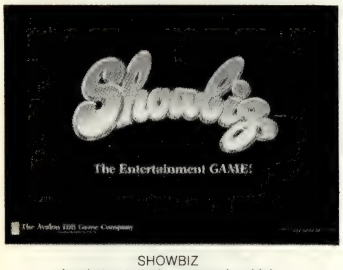
PAST LIVES
Determine who you might have been in a previous life through interplay among opponents. For 2 to 8 players.



QUEST FOR THE IDEAL MATE
Any number of couples determine their compatibility with answers to questions of a personal nature.



RAIL BARON
Object is to build the most profitable rail system through shrewd buying maneuvers. For 3 to 6 players.



SHOWBIZ
An abstract strategy game in which 2 to 6 players attempt to predict what entertainment acts will be most in demand.



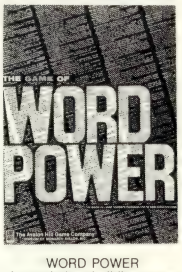
TWIXT
Players attempt to be the first to build a link of fences to their opponent's board edge in this 2 or 4 player game.



TV WARS
Two to 4 players attempt to schedule TV shows that will earn the highest ratings.



TYCOON
A fast-paced game of wheeling and dealing in the real estate market. For 2 to 6 players.



WORD POWER
A vocabulary building game combining knowledge, strategy, and a bit of bluffing. For 2 to 4 players.

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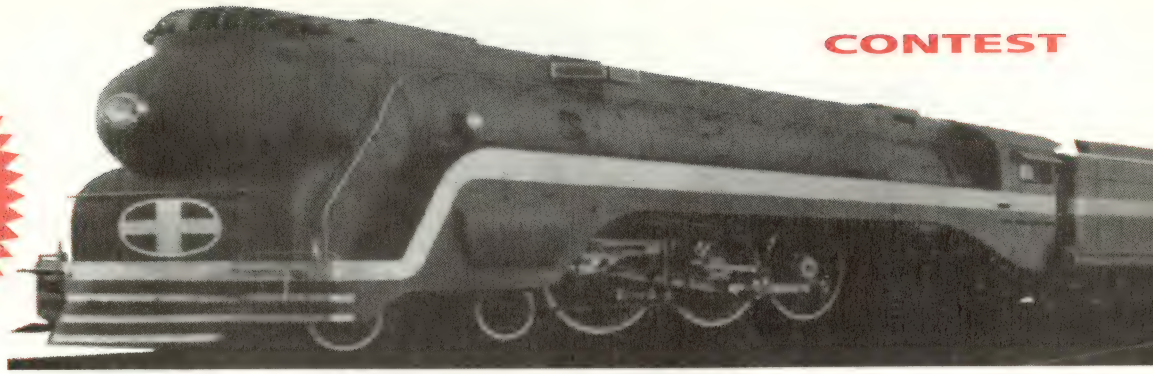
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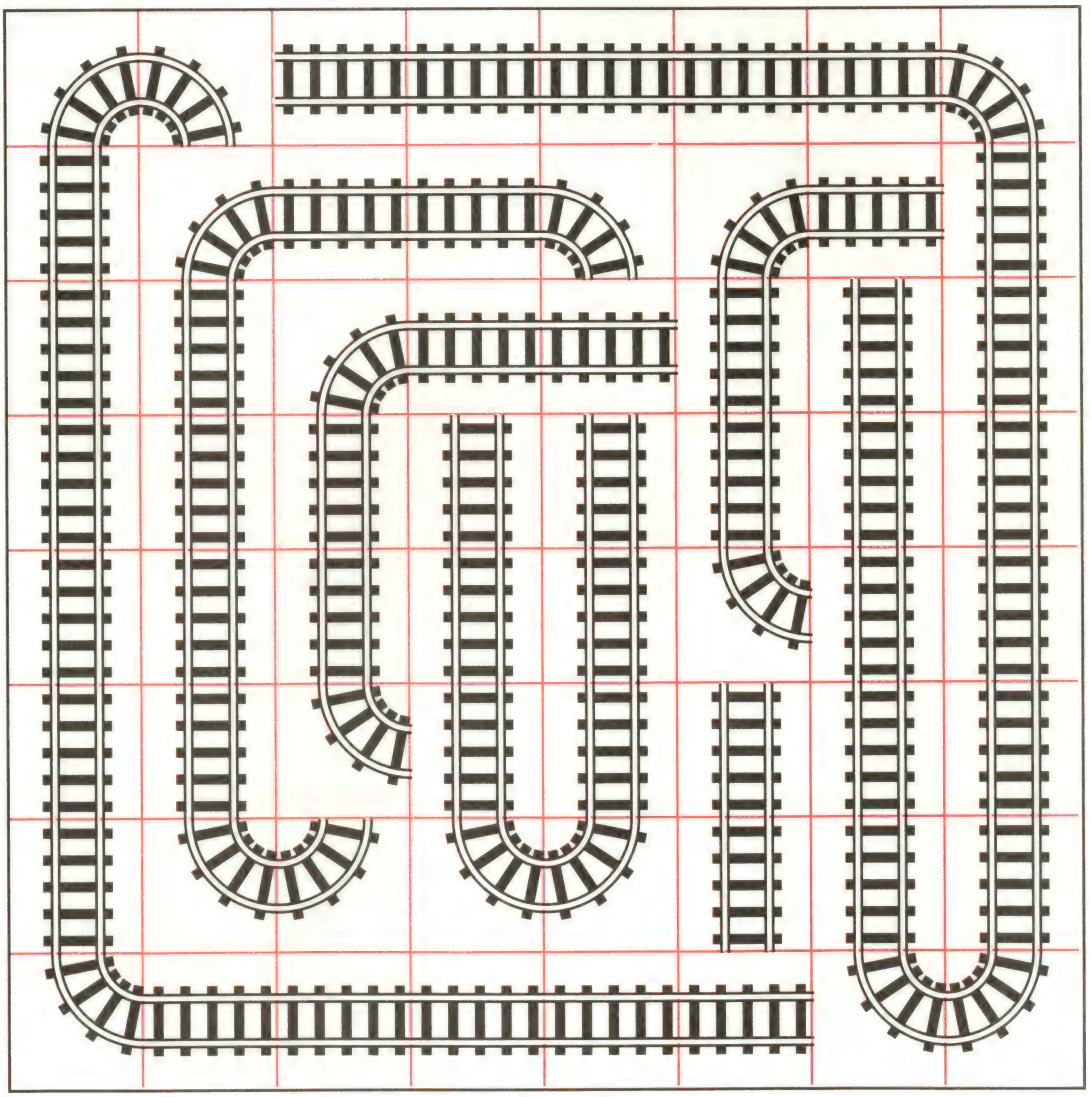
Making ★★★ Tracks

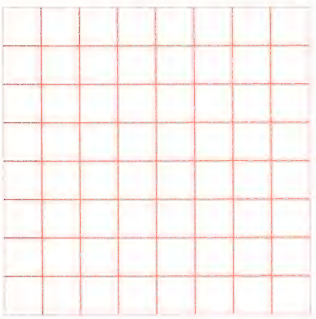
A Pop-Out Puzzle
By Will Shortz

The new Tinyville Toy Train set comes with the 13 miniature track segments shown at right. Conductors choo-choo-choose some or all of these segments to form a loop of track for the Tinyville train to run on.

Minnie wants to connect all 13 segments for her train. However, her 8 x 8–square table is only as big as the square at right. Can you rearrange the 13 segments in a solid square to form a continuous loop of track?

Send us your answer to be eligible for a prize.





ENTRY FORM

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Entering Draw your answer (on the entry form above left, which you can punch out; or on your own piece of paper) and mail it, with your name and address, to: **Making Tracks, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by July 1, 1992.**

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PENCILWISE



BUBBLE WORDS ★★

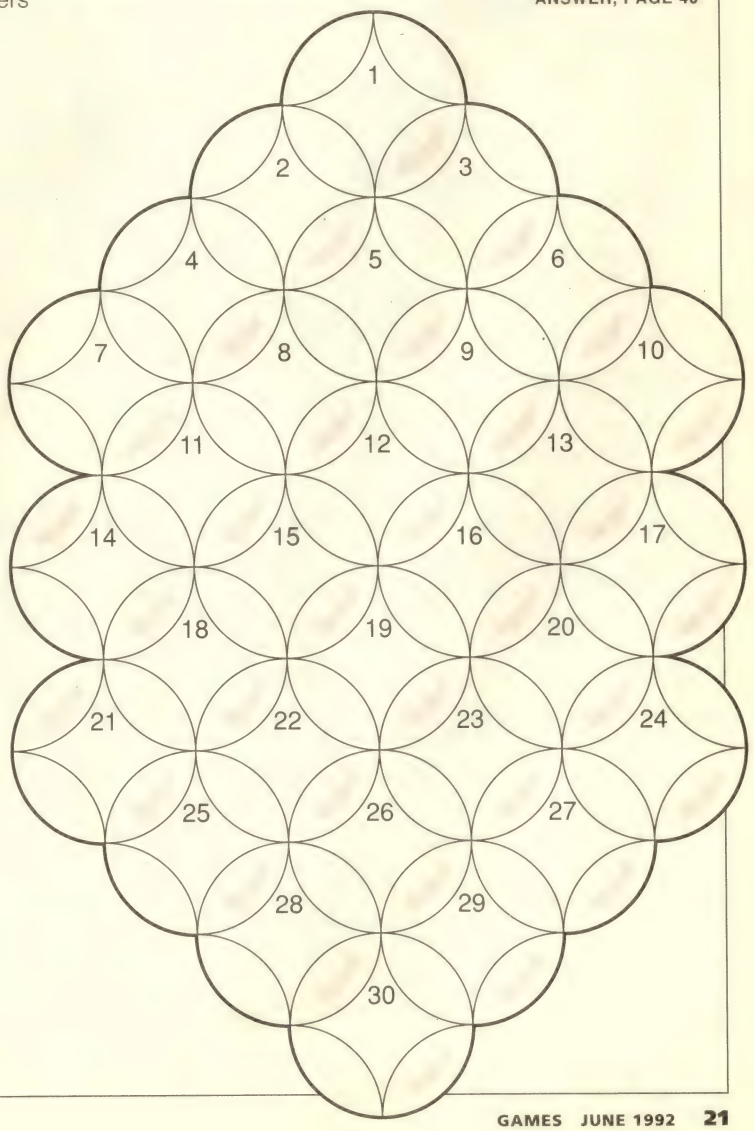
BY DAVID ELLIS DICKERSON

The answer to each of the clues in this puzzle is a five-letter word. Enter it into the grid by placing its first letter in the middle of the correspondingly numbered bubble, and the remaining letters in the four outer spaces, proceeding either clockwise (+) or counterclockwise (–) as indicated by the sign following the clue. It's up to you to determine where the outer four letters begin in each bubble. When you've finished the puzzle, you'll find further directions reading clockwise around the perimeter of the puzzle, beginning with the upper left section of bubble 1. As a solving help, all 26 letters of the alphabet will appear in the finished grid.

ANSWER, PAGE 40

CLUES

1 Nixon's first Vice-President (–)
2 Attacked by hornets (–)
3 Line on a weather map (+)
4 Football team (–)
5 Mason's partner in surveying (–)
6 Tennis star Evert (–)
7 Skilled (–)
8 Arouse, as one's curiosity (–)
9 Oscar's neatnik roommate (–)
10 Worms and flies, to fishermen (+)
11 Entire range (–)
12 Stop (+)
13 Bank fixture (+)
14 Central African nation (+)
15 Memorable senior year events (+)
16 17-syllable verse form (–)
17 Premature (+)
18 Hymn-singing group (–)
19 Of short duration (+)
20 Like the "Way" we live in (+)
21 Old stringed instruments (–)
22 Encyclopedia's place (–)
23 Watery oatmeal (+)
24 Sherwin-Williams product (–)
25 Singer Loggins (+)
26 Viewer of NC-17 movies (–)
27 Butter-making device (+)
28 Like some couples' tax returns (+)
29 "Farewell!" (–)
30 Preceding in time (–)



R.J. KAUFMAN

PLAYING THE PONIES ★

BY MARK DANNA

If you keep track of horse racing, you know it's post time for the Triple Crown—the Kentucky Derby, the Preakness, and the Belmont Stakes. As our tribute, we've hidden 48 words and phrases related to horse racing and the Triple Crown in the horse's head below. Answers may read horizontally, vertically, or diagonally, but always along a straightaway. Odds are you'll have no trouble finding them all, but if you need some inside tips, you can always consult the Answers.

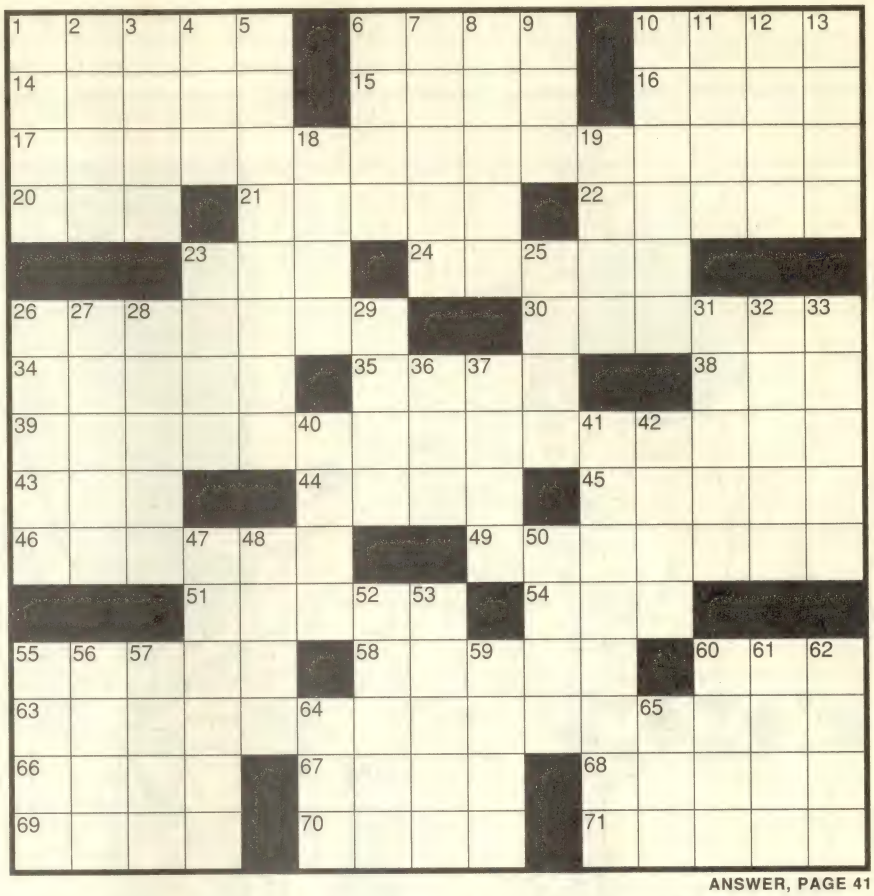
ANSWERS, PAGE 40



AND THEY'RE OFF!
AT THE WIRE
BACKSTRETCH
BELMONT
BETTING WINDOW
BOOKIE
EXACTA
FAR TURN
FILLY
FURLONGS
HANDICAP
HORSESHOE
JOCKEY
KENTUCKY DERBY
LONG SHOT
NECK AND NECK
ODDS-ON FAVORITE
OWNER
PHOTO FINISH
PIMLICO
PLACE
PLAY A HUNCH
POST TIME
PREAKNESS
PROGRAM
PURSE
RACETRACK
REINS
RUN FOR THE ROSES
SADDLE
SCRATCH
SHOW
SILKS
STABLES
STARTING GATE
STEWARD
STIRRUP
THOROUGHBRED
THREE-YEAR-OLDS
TOTE BOARD
TRACK CONDITIONS
TRAINER
TRIFECTA
TRIPLE CROWN
WAGER
WEIGH-IN
WIN BY A NOSE
WINNER'S CIRCLE

HEY, BIG SPENDER! ★

BY STANLEY NEWMAN



ANSWER, PAGE 41

ACROSS

1 Deserve
6 Gasp, as after running
10 Partner of Crackle and Pop
14 Car company that makes the Legend
15 Dollar bills
16 Come out of slumber
17 Big spender's remark: 4 wds.
20 Turf
21 "Peter, Peter, Pumpkin-___"
22 Kitchen appliances
23 Chum
24 Smoothly polite
26 Signed up for a subscription extension
30 Experience again
34 Musical based on the Perons
35 Actor James ___ Jones
38 Baseball great Cey
39 Big spender's remark: 4 wds.
43 Hawaiian instrument, for short
44 ___ and pieces
45 Moon-related
46 Peacefully calm
49 Like a manor
51 ___ *Luck* (Dom DeLuise show)
54 Hockey rink surface
55 Geography reference book
58 Old car starter
60 High ___ kite: 2 wds.
63 Big spender's remark: 3 wds.
66 Cleveland's lake
67 Shortly, in poetry
68 "Eight Days ___" (Beatles song): 2 wds.
69 Clothing, in slang
70 Salamander
71 The Mets and the Jets

DOWN

1 They say "Welcome" on porches
2 Canyon sound
3 Regretted
4 Tax-collecting agency: Abbr.
5 Detract (from): 2 wds.
6 Fence support
7 Poker pot contributions
8 India's first prime minister
9 Mao ___-tung
10 Rotate, as some chairs
11 Appoint
12 Related
13 Pooches, parrots, and Persians
18 Harvard rival
19 It "conquers all"
23 Baseball great Rose
25 Singer Guthrie
26 Uncle of storytelling fame
27 Draw forth
28 San Francisco footballer, for short
29 Lucy's husband
31 Dancer Castle
32 Spoken
33 Contest form
36 Picnic-invading insect
37 Colonial flagmaker
40 "Yeah, right!": 2 wds.
41 Sign of bad luck: 2 wds.
42 Burlap fiber
47 Overjoys
48 Schnozzola
50 Add color to
52 Part of a play
53 Item in a quiver
55 Mightily impressed
56 Until, in ads
57 Put down, as carpeting
59 "___ She Sweet?"
60 Sailing
61 Part of a goblet or a rose
62 Makes inquiries
64 Mover's truck
65 Have debts

DROPPING HINTS ★

BY ANDREA CARLA MICHAELS

Drop whatever you're doing and solve this puzzle! The answer to each clue below is a word or phrase containing DROP. For example, the clue "Painted stage curtain" would lead to the answer BACKDROP, while "Phrase akin to 'Get lost!' " would be DROP DEAD. We expect the rest of these answers to drop like flies, but if you have trouble, feel free to drop in on the Answers.

ANSWERS, PAGE 41

1. Product from Luden's or Halls _____
2. One who leaves school before graduation _____
3. Small sugar-coated candy _____
4. Insignificant amount _____
5. Action similar to a punt, in football _____
6. Have an advantage over _____
7. Painter's floor protection _____
8. One who secretly listens in _____
9. With the slightest provocation _____
10. Weeper's eye output _____
11. Mention famous people in a chummy way _____
12. Dining table feature _____
13. Song from *Butch Cassidy and the Sundance Kid* _____
14. Medicinal applicator _____

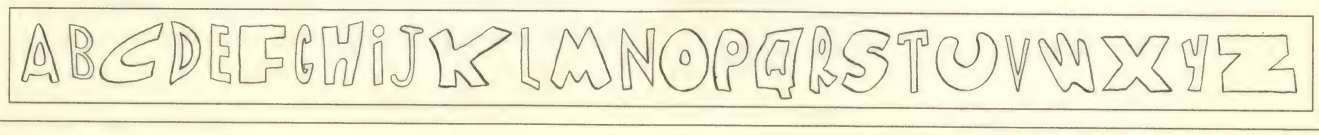
DEAD LETTER DEPARTMENT ★★

BY ROBERT LEIGHTON

It looked like the perfect crime, but it wasn't *letter*-perfect. Although the murderer attempted to remove all traces of his identity from the crime scene, he inadvertently left behind some incriminating letters. The police detective found an important clue in an envelope bearing no stamp (the contents of which appear at the bottom of the page). By examining the scene of the crime and the note, using your powers of deduction and the process of elimination, can you discover the identity of the murderer (a seven-letter word)?

ANSWER, PAGE 41



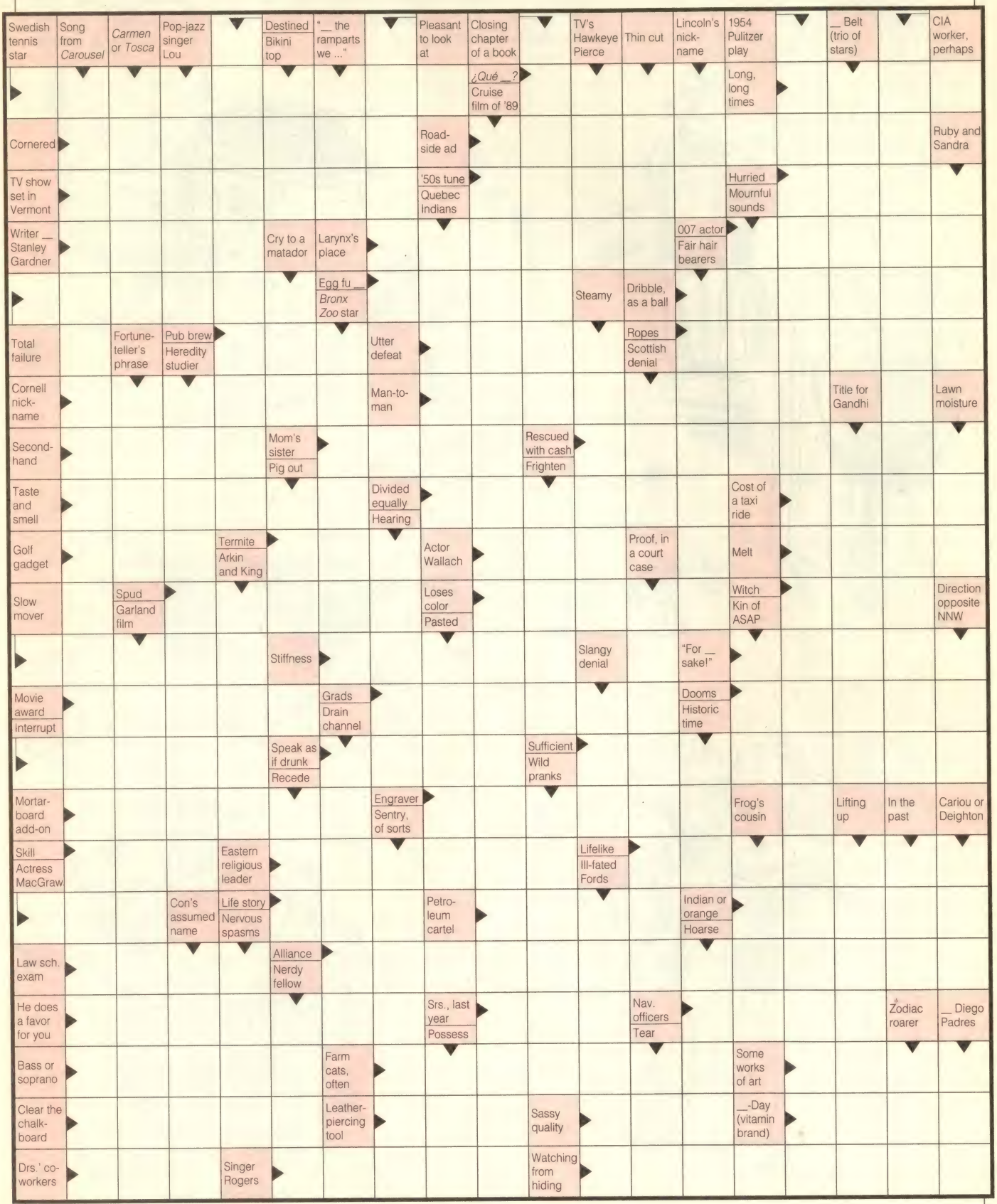


PENCIL POINTERS ★

BY JULIAN OCHRYMOWYCH

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 41



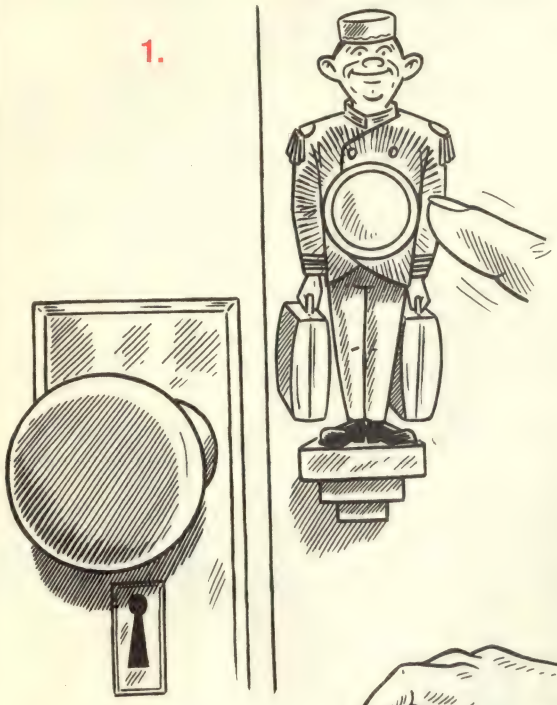
INGENIOUS INVENTIONS AND SNAPPY CONTRAPTIONS ★☆

Remember the commercial about the peanut butter truck that collides with a truck full of chocolate? The result was a great new product combining both tastes.

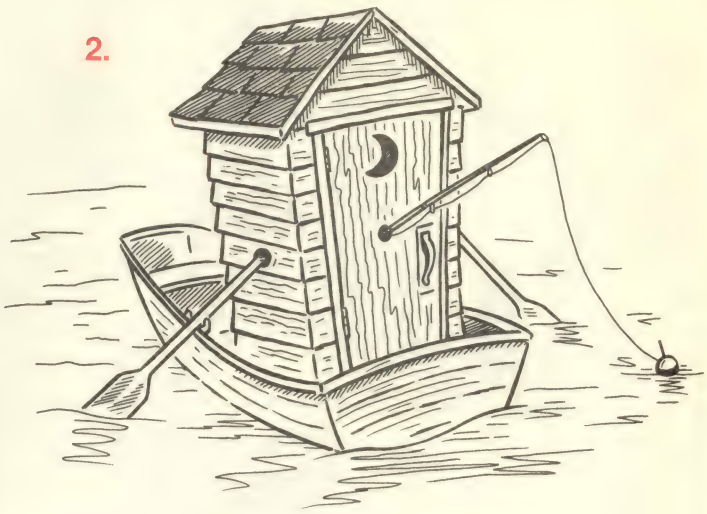
The bizarre items seen here were formed through similar chance encounters, but with decidedly more dubious results. That's because the two items have nothing in common but part of their names. In #1 below, a doorbell was combined with a bellhop to form the thoroughly useless DOORBELLHOP. Before you rush out to buy the others, how many can you identify?

ANSWERS, PAGE 41

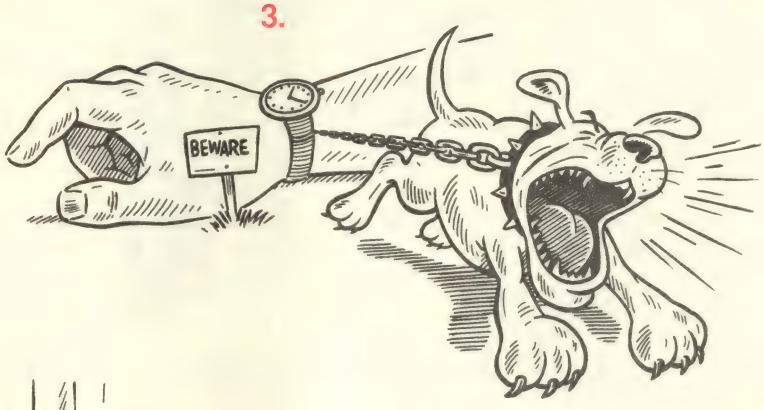
1.



2.



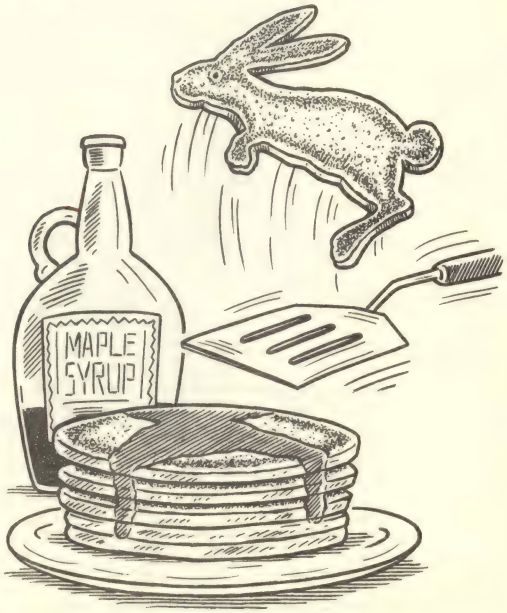
3.



4.



5.



6.



7.



8.



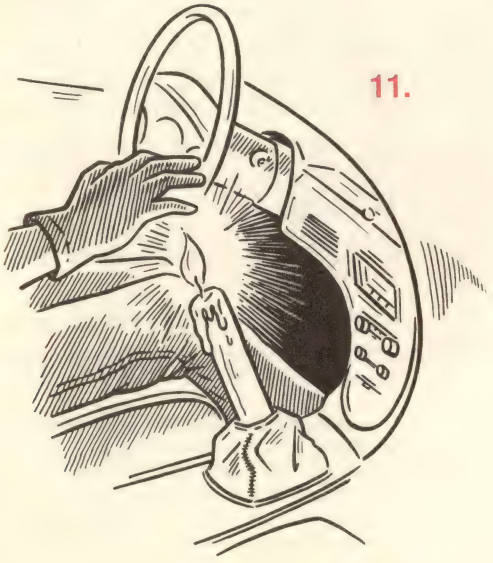
9.



10.



11.



12.



DSZQUPHSBNT! ★☆

BY ROBERT LEIGHTON

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 41

1. CRYPTOON

MVG UVGTM KGWW! SVP
LHX R UVVC KM
TWGADXWT RX WSD DMD
HXA WDUU WSDK KM AVZ
HWD WSDRQ SVKDPVQC?!



2. VERBAL EXERCISE

HQJ WFL JBSJW QE QJ;
HQLRGBFGTQED QL
LQIOZP GFZQLJWREQGL
HQJW HUBKL.—*KUBUJWP
*OFBTRB

3. THE USUAL SUSPECTS

ONIAYQSV IYF SFOT
TYRLCX KNEF LT ONPH
RM CQJQSV SFNP BLQFI
WFRWCF OYR EFFW
IYFQP CNOST SFNICH
IPQKKFX.

4. OUT OF BOUNCE

FBX-FB-FBX HWOX XBLC
XWNMT WEYXN QVLC
BFYVZX YGXVN CBXWQXNC
ZFBYWVB OFNX WVN YGWB
YGX IWCQXYIWMM.

5. TUT TUT

UELOZEY *ZPSHYOUE
VOZJFPASHVOL LUJXZJ OB
GOJZI GFJ JZHZUYZIAS
GFJPZYYOEP "ZSZ TZGFJZ
ZZA ZKLZHY UGYZJ BZUA."

6. MISSED GROOVES

MX-HX LNWXBCB BZGWO
MGU ZE'B CNWO JNBXZ
XOCG EXYXCB, HXOEXOY
ZGJHGWC XO LGLB GW
ZRXZPB HGNOE GO JGBC
RL'B.

7. GRAND ERROR

"VGOBE WYJBT DCFQI
ZJGPI, JGSTB?" KJSIV
PIOIZ FGCWY DYPIJ CXBIJ
IGSTB-VBYJE LQGDA.
"LQYVI," RYDCW BIQQV
DYPIJ. "VGOBE VYKBT."

TIPS AND CLUES

Cipher 1: Ciphertext WSD = THE, which should help you figure out both WSDK and WSDRQ. Bonus hint: Ciphertext R, appearing by itself, represents plaintext I.

Cipher 2: Note the frequency of bigram QL, which appears three times, once by itself, and once more in reverse order. QL = IS.

Cipher 3: The most common words with ciphertext pattern WFRWCF are PEOPLE and PROPER. Try PEOPLE here.

Cipher 4: The unusual construction FBX-FB-FBX should be a good starting point. Ciphertext F = O. Can you get the rest of the phrase?

Cipher 5: Ciphertext Z, appearing 19 times, is the common letter E.

Cipher 6: Ciphertext B, appearing 10 times, 6 after apostrophes or in the last position, is S. Bonus hint: Plaintext A and E do not appear.

Cipher 7: The vowels A, E, I, O and U are represented by plaintext C, G, I, K, and Y, though not necessarily in that order.

KEITH BENDIS

TIPPING PERMITTED ★★

BY ERIC ALBERT

DIAGONAL

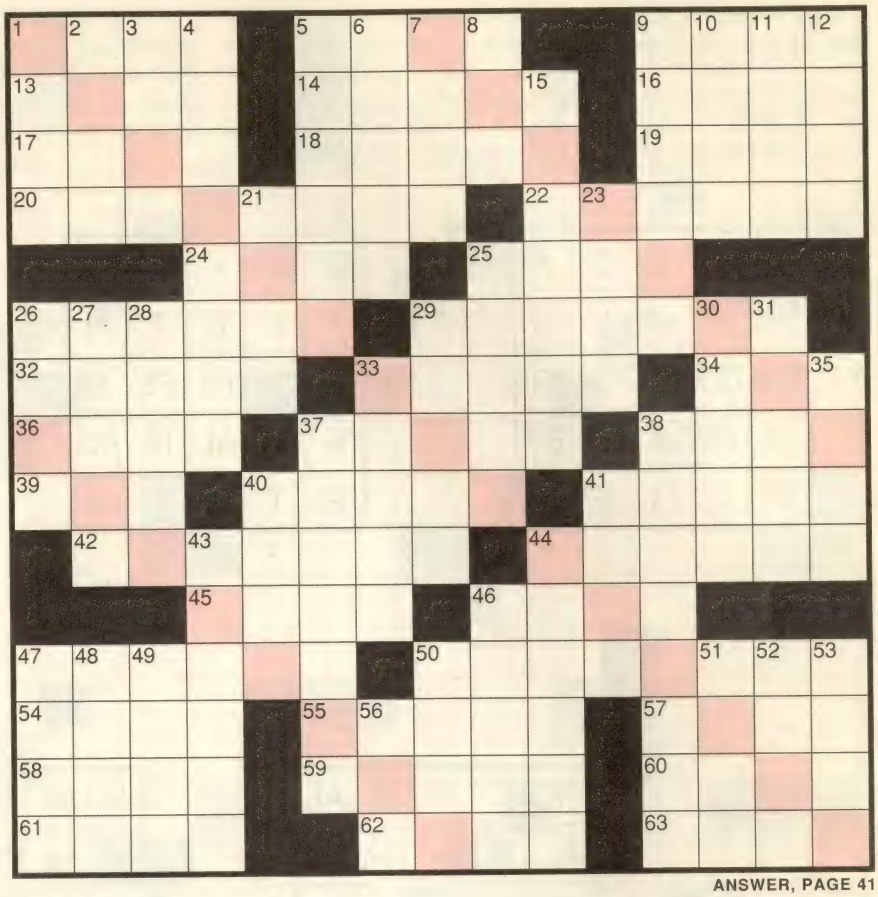
1 Fight imaginary foes: 3 wds.
7 Scheme to get: 2 wds.
36 Bill Withers hit song: 3 wds.

ACROSS

1 Hall-of-Fame fielder Speaker
5 Israel's Abba
9 Istanbul native
13 Tanner's target
14 ___ *Doone*
16 Opera song
17 Bruins' college
18 *Peer Gynt* composer Edvard
19 Cosby's first TV series: 2 wds.
20 British islands know for ponies
22 Texan city on the Rio Grande: 2 wds.
24 In the altogether
25 ___ gin fizz
26 Facet
29 Man who wears the star
32 Ahab's nemesis
33 ___ *Life Is It Anyway?*
34 Cut off
36 In need of a guide
37 Couples
38 Cat's contented comment
39 Collector's goal
40 Witches' meeting
41 Oven
42 Most major newspapers
44 Mule's father
45 Eliot of *The Untouchables*
46 Stately display
47 Panda's diet
50 Telephone part
54 Open, but just a crack
55 Cops who catch pushers
57 Extension cord end
58 Partner of TV's Fatman
59 Hit, in the Bible
60 Cockney's greeting
61 Gave a pink slip
62 Nuisance
63 Drains of vigor

DOWN

1 In this way
2 Rolling in dough
3 Killing time
4 Auto safety feature: 2 wds.
5 Big band trumpeter Les
6 Carried
7 Like the Sahara
8 Compass pt.
9 Oriental capital
10 ___ Major (Big Dipper constellation)
11 Tears up
12 Boxing win
15 Eternal
21 Sneaker feature
23 Folk knowledge
25 Clipped, as sheep



ANSWER, PAGE 41

26 Leather-piercing tools
27 Did a smith's job
28 Rigatoni or rotelli
29 Draws back in alarm
30 Get an F
31 Add your John Hancock?
33 Sandcastle destroyer
35 Bird of ___ (hawk or owl)
37 Gives arsenic to
38 Instrument made from reeds
40 Goldfish in *Pinocchio*
41 Easy victory
43 Deeply instilled
44 County on the English Channel
46 Treaties
47 Mexico's ___ California
48 "Stronger than dirt" cleaner
49 Create
50 Buffalo's lake
51 Singer Fitzgerald
52 Costar of 19-Across
53 They may be inflated
56 Current unit, for short

URBAN RENEWAL ★★

BY PETER GORDON

Each of the clues below leads to a word that can be formed by adding a letter to one of the 12 city names in the shaded box and then rearranging. Cross off the cities as you use them, since each will be used only once. When you are done, the added letters can be rearranged will spell the name of another U.S. city.

ANSWERS, PAGE 41

AUSTIN	CHICAGO	DOVER	EL PASO
LAREDO	ORLANDO	PIERRE	SALEM
SEATTLE	ST. PAUL	TUCSON	TULSA

1. Sang Christmas songs _____
2. Conditionally lets out of prison _____
3. Pancake-flipping tool _____
4. Air on the boob tube _____
5. Calgary hockey team _____
6. Training, as a team _____
7. Turkish ruler _____
8. Uphold, as a court objection _____
9. As dead as a ___ _____
10. Big-billed tropical birds _____
11. Be excessive in some action _____
12. Perform a song a second time _____

CROSS-O ★★

BY WILL SHORTZ

Hidden in each box on this page are five words—four related objects or names, plus a fifth word that identifies what the other four have in common. Each word is divided into five parts and concealed sequentially from left to right in consecutive columns. For example, one of the words in box #1 is VIOLET, with the letter V in the first column, I in the second, O in the third, L in the fourth, and ET in the fifth. The category, FLOWER, is similarly concealed in left-to-right fashion. Now see if you can find the three remaining flowers. Then try the other boxes on your own. You may cross out squares as you solve, because each will be used only once.

ANSWERS, PAGE 41

D	I	G	O	A
P	A	W	L	D
MA	LO	L	LI	R
V	RI	O	OL	ET
F	H	H	E	X

1. FLOWER
VIOLET

SP	UR	I	A	ON
I	A	E	T	N
S	R	NI	PE	E
E	W	AL	IA	AN
B	T	O	D	RD

2.

V	E	R	HO	ON
B	L	OT	I	A
S	O	QU	C	LA
A	C	CO	K	L
T	OU	D	B	H

3.

T	I	R	PI	AL
AL	E	A	RA	ES
W	L	T	A	X
CR	HE	B	E	N
C	O	S	TI	L

4.

B	AV	W	R	DE
W	A	SM	Z	K
M	ON	ER	O	N
R	N	TE	HI	A
GU	ES	AN	IC	KE

5.

P	E	T	K	E
T	O	N	S	OT
F	W	S	C	P
ON	A	I	R	A
D	OX	L	TE	T

6.

TE	C	N	E	C
GE	N	I	I	H
C	CU	H	IM	SE
CO	RO	TI	SE	F
PO	H	M	A	O

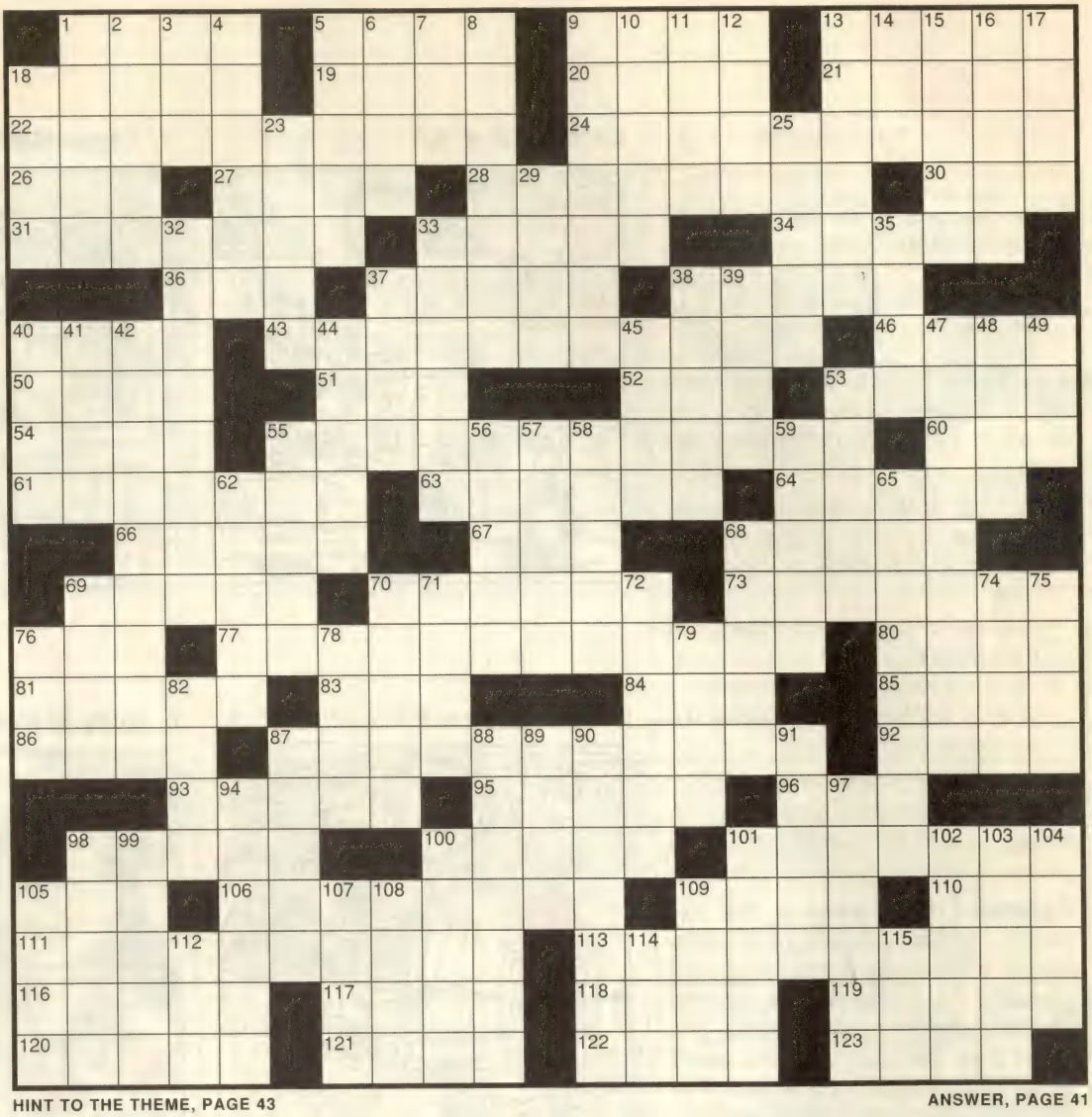
7.

M	HE	N	I	O
G	E	O	O	N
T	U	V	AC	L
C	AS	B	RO	NE
S	O	X	LI	CO

8.

GUESS THE THEME ★★★

BY TRIP PAYNE



HINT TO THE THEME, PAGE 43

ANSWER, PAGE 41

ACROSS

1 Was in the hole
5 Chihuahua house
9 Word in a Tom Swifty
13 *Witness* people
18 Jerk
19 Saperstein and Fortas
20 Pollster Roper
21 ___ vin
22 A THEME ENTRY
24 A THEME ENTRY
26 ___ Lingus (Irish airline)
27 Very dry, as champagne
28 Rap sheet data
30 Mel Tormé's ___ *Dreamtime*
31 Engine saboteur
33 Sing like Harry Connick Jr.
34 Oafs
36 Hankering
37 Where *Aïda* premiered
38 Denounces
40 Carson's predecessor
43 A THEME ENTRY
46 Swiss cheese holes
50 Neat as ___
51 One of Hank Aaron's 2,297
52 ___ Khan (Shiite leader)
53 Whimsically funny
54 Norm's unseen wife, on *Cheers*
55 A THEME ENTRY
60 Bob Hope tour org.
61 Analyze
63 Calyx parts
64 Astronomical scales
66 Like oak leaves
67 Suffer
68 Dutch treat?
69 The Dark-Horse President
70 Magnetic flux density units
73 Charmingly simple
76 Chess piece
77 A THEME ENTRY
80 *Le Roi d'Ys* composer
81 Lock
83 Postal Creed conjunction
84 ___ *Pacis* (Roman altar)
85 *To Live and Die* ___
86 Traveler's need
87 A THEME ENTRY
92 Kind of mgr.
93 Camera setting
95 *These, for short*
96 Stirrup's spot
98 Like mutton fat
100 "I'd walk ___ ..."
101 Carpenter's need
105 *Them* mutant
106 Prayer aids
109 It burns down
110 Hothead's emotion
111 A THEME ENTRY
113 A THEME ENTRY
116 Bungled
117 Gaelic tongue
118 Word from a pen
119 Fit for a king
120 Know in one's bones
121 Unlike sandals
122 Takes home
123 Leaves slack-jawed

DOWN

1 Sienna's kin
2 "Point it out"
3 Dash lengths
4 Bar order
5 Prudhomme's cooking style
6 Support
7 Not quite as dry as 27-Across
8 Hotel built next to the Waldorf
9 Calamari, e.g.
10 *Alice* director
11 "___ the Mood for Love"
12 Pavlov subjects
13 Affects
14 Syndicate
15 Poor sport's declaration
16 Mariners
17 Centers of activity
18 Barring women
23 The sea
25 Tarheel conservative
29 Escort maker
32 Six-time Mrs. Charles
33 Belize Indians
35 Operating manual reader
37 Gloria Estefan's birthplace
38 *Little Dancer* sculptor
39 Pronto, for short
40 Make a drive
41 Pinnacle
42 A THEME ENTRY
44 Round, poetically
45 Marsh bird
47 A THEME ENTRY
48 *Lohengrin* heroine
49 Traffic sign warning
53 In a satiric way
55 "You ___ Beautiful" (Joe Cocker song)
56 Brewery need
57 Toppled over
58 "Ocean" in Mongolian
59 Slip away from
62 Is compliant
65 Kind of ball or table
68 Ebbing and flowing
69 Mata ___
70 Girl Scout group
71 Countess's hubby
72 Groom's place
74 What Pandora loosed
75 Mackintosh, e.g.
76 Nickelodeon's sister network
78 Negate
79 *QB VII* author
82 Ump's cry
87 "Here's looking ___"
88 Finite
89 In ___ (drawn)
90 Chris Evert's coach Dennis
91 *Lifestyles* ... host
94 Walked with confidence
97 Where Ataturk Boulevard runs
98 2:00 A.M. sound
99 Interstate 180?
100 Happen
101 Backwoods folk
102 Burn a bit
103 Geometry calculations
104 In the pink
105 Crew answers
107 Forget that dele
108 Bushy do
109 Departed
112 *In medias* ___
114 Hurry up
115 Original

CARTOON REBUSES ★☆

Over the years, we've presented more than 400 Cartoon Rebuses in some of the most popular puzzle contests we've run. How well can you do on this latest batch?

How to Solve The answer to each rebus is a name that combines any or all of these elements from the cartoon:

- Words or synonyms of words spoken by the characters or found anywhere else in the picture;
- Names of prominent objects in the picture;
- Isolated letters in the picture;
- Words implied by the cartoon's action or scene.

These elements are combined phonetically to form the name fitting the category and the number of letters given as clues above the cartoon.

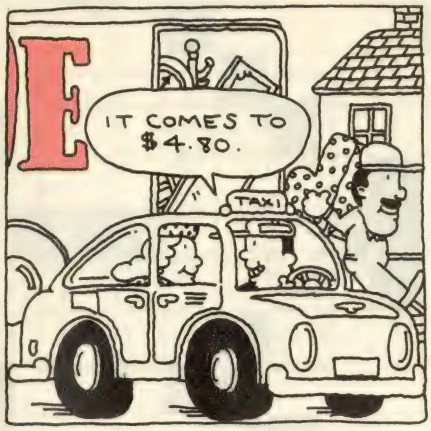
Example The answer to the example cartoon above right is *Vanity Fair*. It's found by combining VAN, pictured in the background; the word IT spoken by the cabbie; the letter E on the van; and the word FARE, suggested by the scene. Put them together phonetically and you get VAN-IT-E-FARE.

How to Enter On a postcard or the back of an envelope, send us the answers to as many of these 14 rebuses as you can. Please list the components of each solution (as in VAN-IT-E-FARE) alongside the answer. You may enter as many times as you wish, but each entry must be mailed separately.

Winning The winner will be the reader who correctly solves the most rebuses. Ties will be broken by random draw.

Mail your entries to: Cartoon Rebuses, GAMES Magazine, 19 West 21st Street, New York, NY 10010. Entries must be received by July 1, 1992.

Ex: Magazine: 6,4



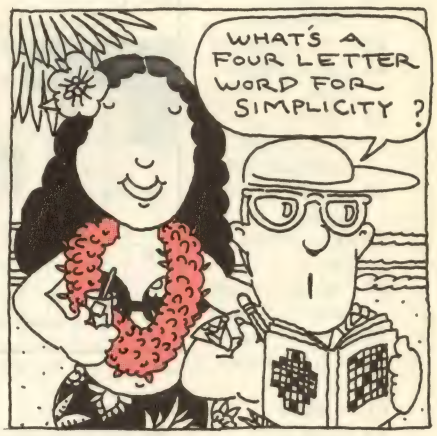
1. Vegetable: 9



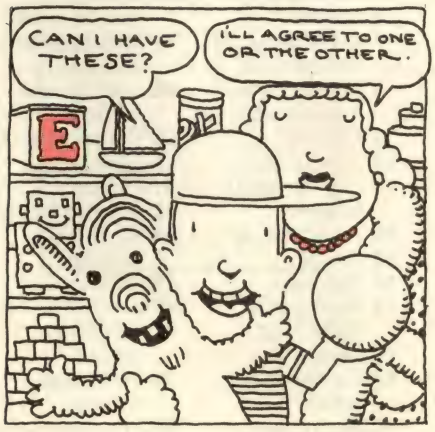
5. Brand Name: 5,7



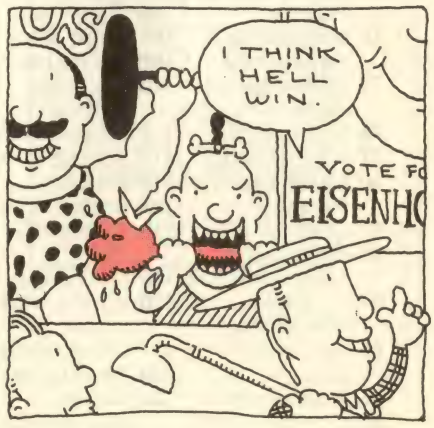
6. Body of Water: 4,6



10. Astronomical Body: 5,8



11. Songwriter: 5,10



Grand Prize
$500
10 Runner-Up Prizes
A GAMES T-shirt

2. Mathematician: 10



3. Poet: 5,6



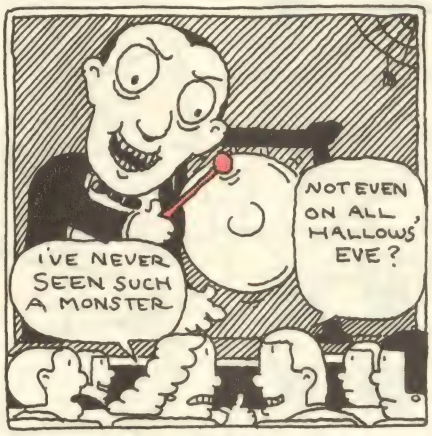
4. Movie Actor: 4,7



7. TV Actress: 5,5



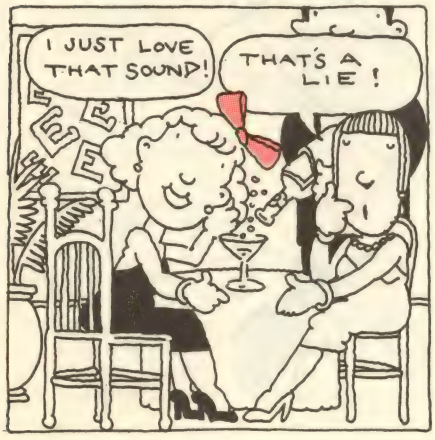
8. Wimbledon Champion: 6,9



9. Scientist: 6,5



12. 1930s Song: 4,2,4,1,4,2,8



13. Short Story: 3,5,2,11



14. Geographical Location: 6,4



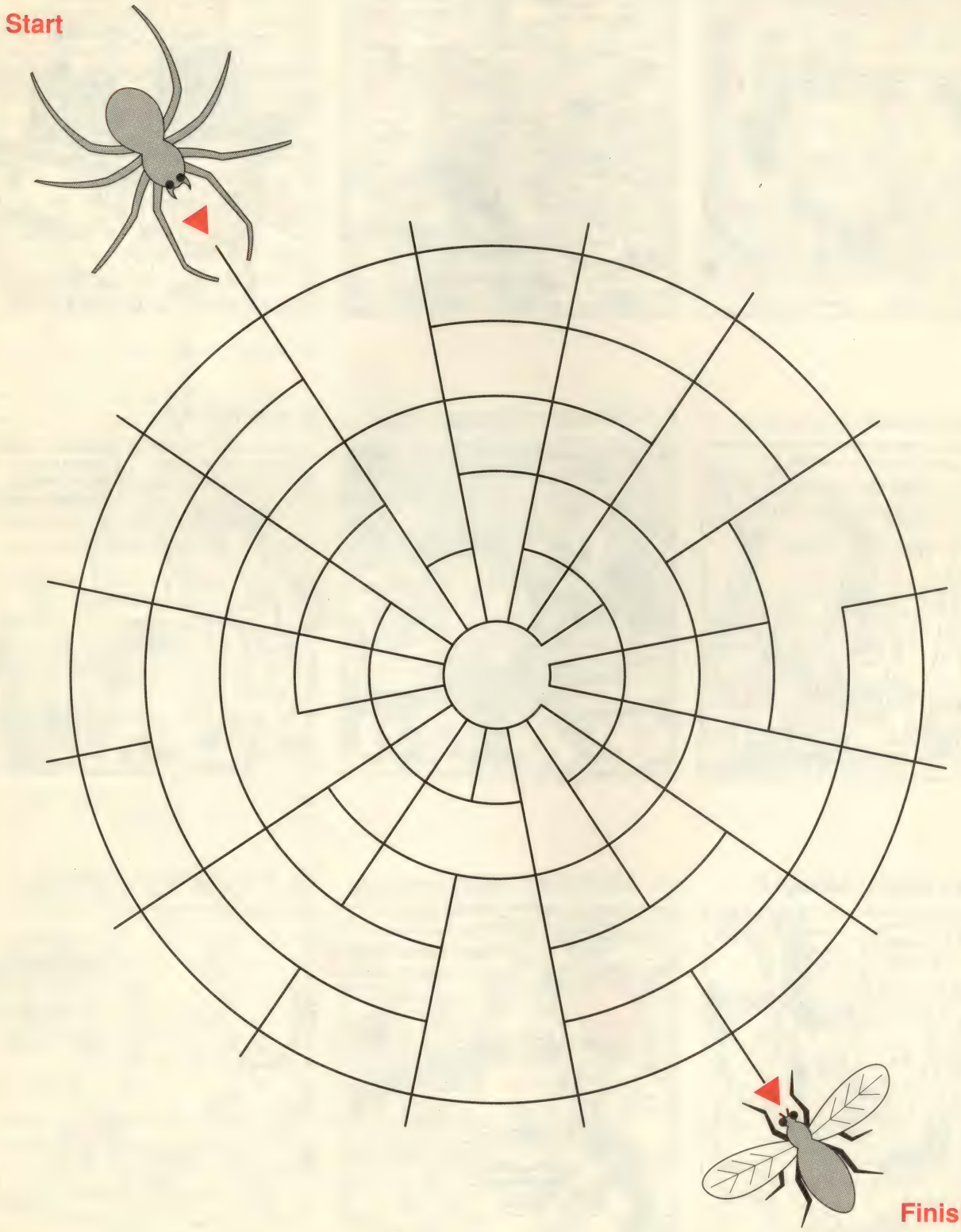
KIMBLE MEAD

THE SPIDER AND THE FLY ★★

BY PETER MAY

Ms. Spider invited Mr. Fly over for dinner and must now escort him into her parlor. To meet him at the bottom of her web where he awaits, Ms. Spider must travel along the paths of her web. To work up an appetite for dinner, she decides to challenge herself by turning either left or right at every intersection (including the ones encountered right at the Start and Finish), never going straight across. Still, she is eager to greet Mr. Fly, so she determines to take the shortest route that fits her plan. Can you help Ms. Spider calculate her route before Mr. Fly becomes impatient and leaves?

ANSWER, PAGE 41



CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1. ANSWERS, PAGE 42

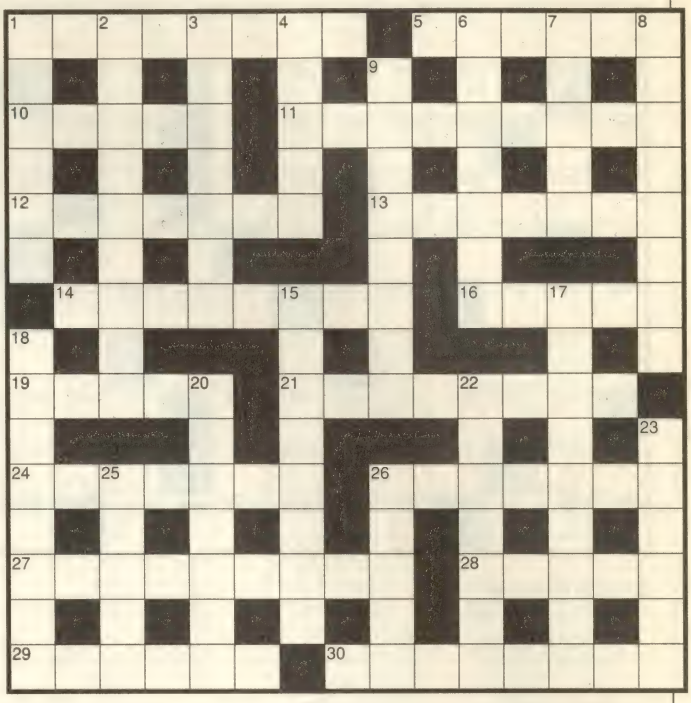
PUZZLE 1 BY MIKE SHENK

ACROSS

1 Victory outside our planet to become tiresome (4,4)
5 Public transportation going around the woman's hedges (6)
10 Modify part of church, by the sound of it (5)
11 Server for Castor's mother lured into sinfulness (3,6)
12 Biggest exam covers everything (7)
13 A musical group on leave (7)
14 Mets pitches breaking left in diamond (8)
16 Reduce the size of VCR user? (5)
19 Reliable alloy molded (5)
21 Understood crossing off at-home delivery (8)
24 Lunar phase turned women on (3,4)
26 Charges at fasteners (7)
27 Little rascal allowed to keep men's tool (9)
28 Regretting destruction by leader of gang (5)
29 Flashy witch catching knight going the wrong way (6)
30 Athlete Jackson's taking in coarse parts of a city (8)

DOWN

1 Breaking the law for riches (6)
2 Blood vessel punctured by unhealthy guns of war (9)
3 Sailor attains goals (7)
4 Small body of land is rented (5)
6 Newly rich person puts mobile over paintings (7)
7 Employed greeting for Mr. Buttons? (5)
8 Essay on a racist includes parting word for the Japanese (8)
9 Next to a radio host, a copper (8)
15 Proposal to hold back lawbreaker (8)
17 Giving a sermon before getting sore? (9)
18 Tribe monarch making metallic sounds (8)
20 African cat loses in struggles (7)
22 Scheduled singing group to go around a Canadian province (7)
23 Wise man going through U.S. Customs (6)
25 Part of a car we rip apart (5)
26 Houston player—a bad sort (5)



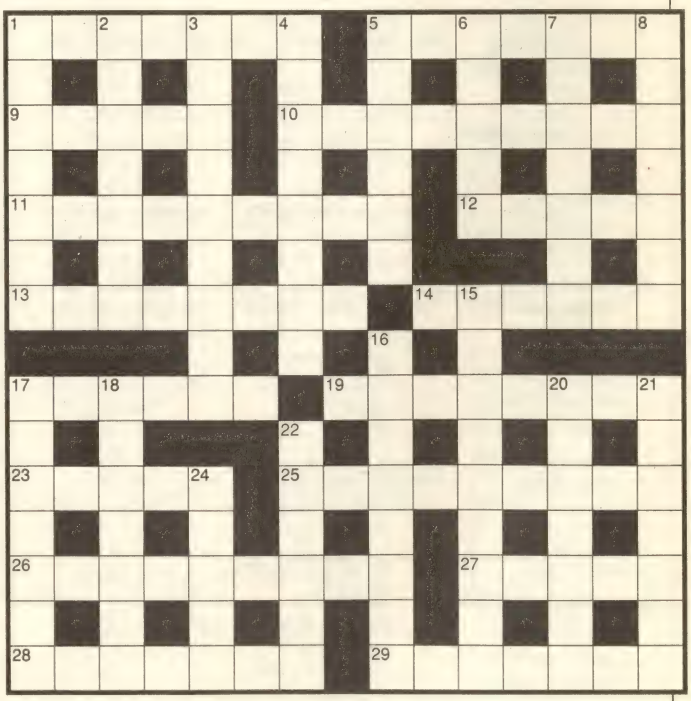
PUZZLE 2 BY ROSALIE MOSCOVITCH

ACROSS

1 Meeting lawyer in hearing (7)
5 Displays excellent climbing plants around front of chateau (7)
9 Catches unusual snail (5)
10 Harassing Ms. Derek at the phone (9)
11 Part of plane right around wing (9)
12 Scarlett's home holds one crown (5)
13 Called upon to total 1000 + 1 + 500 (8)
14 Little monster hides fruit (6)
17 Holy man carries long bag (6)
19 Leader of band helps musicians (8)
23 Declares one poem almost finished (5)
25 Eve has ten pens and bit of ink, dear (9)
26 Mixed up prior to medley (9)
27 Captured behind chic bar (5)
28 Farm birds dropping egg rolls (7)
29 Ship quantity of milk around end of June (7)

DOWN

1 Appetizers mime put into fires (7)
2 Habit broken in forum (7)
3 Carol sees damaged baking dish (9)
4 Beautiful woman wearing hat is defamed (8)
5 Uncovered basketball players' records (6)
6 Trainer, terrified, keeps still (5)
7 Marx brother describes Silver City (7)
8 Indications jargon is on the the rise (7)
15 Easel isn't terribly necessary (9)
16 Tasting first of mangoes in little tree (8)
17 Small van's dash (7)
18 Boxes having eastern designs (7)
20 "H" inscribed in one signboard (7)
21 Add sugar to little bit of tea taken by senator (7)
22 Male deer circling empty pumps? (6)
24 Lifted fur (5)



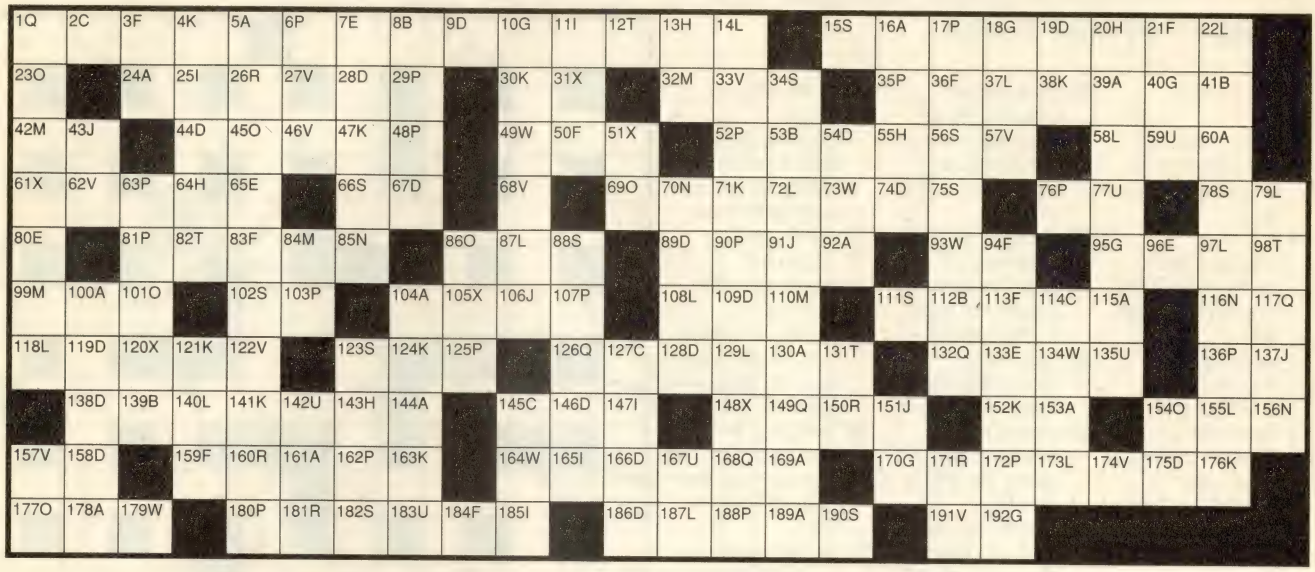
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, 19 West 21st Street, New York, NY 10010.

DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 42



A. 1988 Grammy-winning song by Bobby McFerrin (4 wds.)
115 5 92 153 189 178 39 60 144
24 130 100 161 16 104 169

B. Abode made out of packed snow
139 8 41 53 112

C. Voice between soprano and tenor
145 114 2 127

D. Pop singing group idolized by teenage girls (5 wds.)
146 158 89 186 9 128 67 119 166
28 109 175 44 138 54 74 19

E. Blooper or glitch
65 80 96 7 133

F. Author of *Breathing Lessons* (2 wds.)
159 184 21 36 50 3 83 94 113

G. Sweet winter muskmelon
10 170 192 18 95 40

H. Shrimplike crustaceans, the bulk of some whales' diets
55 64 20 13 143

I. Mystery Writers of America award
165 147 185 11 25

J. Payments in Monopoly
43 91 151 137 106

K. Charles Grodin/Robert De Niro action-comedy movie (2 wds.)
4 152 176 163 30 121 141 38 71
124 47

L. 1946 Broadway hit starring Ethel Merman (4 wds.)
58 72 87 129 173 22 97 108 14
155 37 118 140 79 187

M. *Q & A* star Nick
32 42 84 99 110

N. Remove from office
156 70 85 116

O. Chick pea/pita bread sandwich
69 23 45 86 177 101 154

P. Pulitzer-winning play of 1989 (3 wds.)
172 29 63 90 103 136 48 162 52
180 125 188 35 76 81 6 17 107

Q. Astronomer Edwin, for whom the Space Telescope was named
117 149 126 132 168 1

R. *Enigma Variations* composer
26 171 160 181 150

S. Rock singer who recorded "Roll With It" (2 wds.)
15 34 56 182 75 102 66 190 111
78 123 88

T. Lion raised by Joy Adamson
82 12 131 98

U. Silly goose
77 59 167 135 183 142

V. Professional baseball's all-time leading home run hitter (2 wds.)
157 27 57 46 122 68 174 191 33 62

W. Pincered insect pest
134 73 179 93 49 164

X. Social standing
51 61 105 148 120 31

GEOGRAPHY SQUARES ★☆

BY RAYMOND YOUNG

We've replaced the digits 0 to 9 in each of the multiplications below with letters. The digit-letter substitutions are constant throughout each problem, but change from one problem to the next. Can you reconstruct the original multiplications?

ANSWERS, PAGE 40

1.

```
    Y E N
x   Y E N
---------
    Y E N
  L I E
E A Y
---------
J A P A N
```

2.

```
    C O W
x   C O W
---------
  O L D A
  C O W
I W L
---------
I N D I A
```

3.

```
      S K I
x     S K I
-----------
    N Y K Y
  N W Q O
O A N S
-----------
N O R W A Y
```

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY HENRY HOOK

Crossroads

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

1 Jacob's gift to Joseph
5 Tilting sites
12 Where Lincoln practiced law, 1847-57
19 Stick it in your ear!
23 Threatening trouble
24 Like the color dun
25 Out of it
26 Stellar bear
27 Get the patient ready
28 Work at Disney
29 Stan the Man's team
30 One from Munich?
31 NOW target
33 *M*A*S*H*'s Mulcahy, to Potter
34 Golden Nugget game
35 Also
37 To-do
39 Permeate
40 *Café* additive
41 Raw computer instructions
42 Studio check
46 Triangle-bisecting lines
48 Fittipaldi vehicles
52 *Poivre* partner
53 Loose talk
55 Shaped like an inner tube
56 Closes the port
57 Lad's lid
58 Hieroglyphics bird
60 Carlo Levi book *Christ Stopped at* ___
62 Top players' rewards, often
64 Periodic table abbr.
65 Procastinator's time
67 Tried for a homer
69 Romeo preceder
70 Directly
71 Like virgin territory
73 Narnia creator
75 Words from a player with a pair of fives
77 Dish served with salad
78 Bastille prisoner of 1717
80 Guacamole ingredients
82 Tunney or Tyson
83 Like a run on an error
84 Yarn spinner
85 Vibrissae
86 Frat party need
87 Orange part
88 Plaster-mixing tool
89 Youthful actor
94 Slew, in olden days
96 Heartburn stoppers
102 ___, *a Love Story*
103 Thaw, perhaps
104 From northern European stock
105 Chic magazines
106 *Persona* ___
107 Sides
109 Give it your all
110 Mall come-ons
111 1970 Neil Diamond song
112 Long vowel sound?
114 Attack
115 "I'm Gonna Live Till ___"
116 Agreeable
121 Cultural value
123 Gossip
124 Mid: Abbr.
125 Cuneiform's birthplace
126 Heat setting?
128 Peg Bundy's portrayer
130 Sleeve stash
131 Light wave length unit
133 Arthurian enchantress
135 Ecstatic
137 Skipper, for short
138 128 cubic feet of wood
139 League of Women Voters founder
141 Volume
142 Summerhouse
145 Lancaster and Young
146 Ward's place
148 Impassable blockage
152 Poker table declaration
153 Obnoxious know-it-all
155 Acrobat's need
157 Baltic capital
158 Pay heed to
159 Kindle
160 Rats
161 Incessantly
162 Killy gear
163 Boils
164 Character assassins?
165 Sightseers?

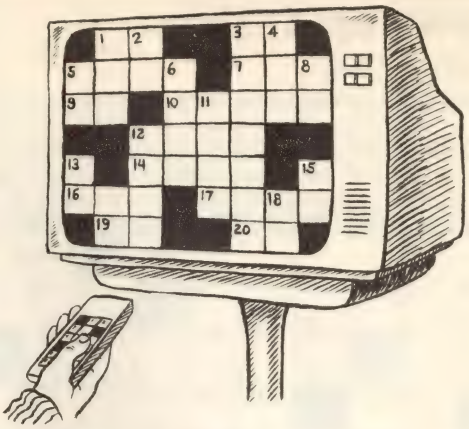
DOWN

1 Coffee shop supply
2 Grimm meanie

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 37!





EASY CLUES ★

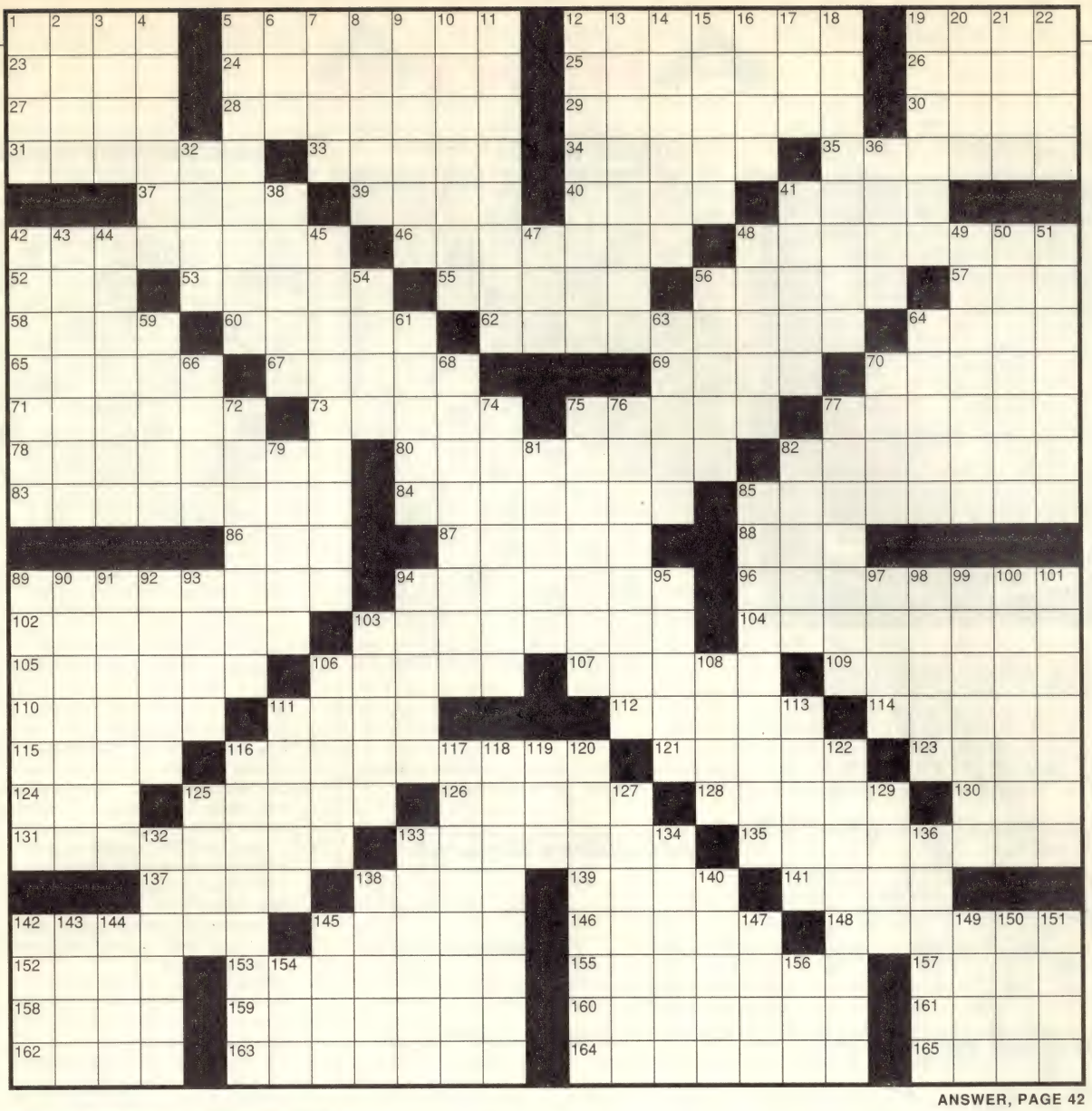
ACROSS

1 Parka or slicker
5 Pinball parlors
12 War of 1812 naval hero Stephen (TRADUCE anag.)
19 Cotton swab brand
23 Unattractive
24 Somewhat lackluster
25 Stupefied: 3 wds.
26 ___ Major (the Great Bear)
27 Get ready, for short
28 Draw cartoons
29 Missouri's largest city: 2 wds.
30 ___, *zwei, drei*
31 Gender-based discrimination
33 San Diego baseball player
34 Dice game
35 In addition: 2 wds.
37 Be finicky
39 Ooze
40 *Café au* ___ (coffee with milk)
41 ZIP ___ (mail expediter)
42 Listen to, as a new recording: 2 wds.
46 Middle strips in highways
48 Indy 500 autos
52 Salt: Fr. (in USELESS)
53 Informal English
55 Donut-shaped (OR TIC anag.)
56 Wine bottle stoppers
57 ___ *O'Shanter*
58 Wading bird
60 Town of southern Italy (OIL BE anag.)
62 They're awarded to the heroes of bowls: 2 wds.
64 ___ time (never): 2 wds.
65 Sooner or ___
67 Moved like a pendulum
69 ___ Romeo (foreign auto)
70 Slap
71 Not traversed
73 Clark's partner
75 Request for another card, in blackjack: 2 wds.
77 *Real Me Don't Eat* ___
78 *Candide* author
80 Alligator pears
82 Hole-making device
83 Not merited
84 One who recounts
85 Beard hairs
86 Small barrel
87 Bellybutton
88 Gardener's tool
89 Kind of delinquent
94 Ruined, old-style (ODD FIRE anag.)
96 Tums and Rolaids
102 Foes
103 Turn to liquid
104 German
105 Oil spills
106 *Persona non* ___
107 Reds, Red Sox, and Red Wings
109 Try hard
110 Comedian Soupy
111 "Just ___" (Nike slogan): 2 wds.
112 Southern speech style
114 "I had my heart ___ it": 2 wds.
115 "And When ___" ('69 song): 2 wds.
116 Tasty
121 Moral precept
123 Grime
124 100 years: Abbr.
125 Area of ancient Iraq (REMUS anag.)
126 Southern Florida city
128 Katey of *Married ... With Children*
130 High card
131 Hundred-millionth of a centimeter (STRONG MA anag.)
133 Fata ___ (mirage)
135 Elated
137 ___ Crunch (cereal brand)
138 Twine
139 Suffragist Carrie (TACT anag.)
141 Heavy book
142 Decorative garden structure
145 Reynolds and Bacharach
146 Under one's guidance: 2 wds.
148 Tangle of felled trees
152 "___ the Mood for Love": 2 wds.
153 Wiseguy
155 Nimbleness
157 Latvia's capital
158 Do, re, or mi
159 Set afire
160 Snitches: 2 wds.
161 At any time
162 Enjoys Aspen's slopes
163 Gets angry: 2 wds.
164 Rubber ends of pencils
165 Sight organs

DOWN

1 Coffee mugs
2 Fairy tale monster
3 Trebek of *Jeopardy!*
4 Serve as an example of
5 Water: 2 wds.
6 Sprint
7 Cut, as coupons
8 Soprano Gluck and others
9 Tiara
10 Bruce Springsteen and the ___ Band: 2 wds.
11 Shaggy canine
12 Renounce, as ownership
13 Doorway, for example
14 French city on the English Channel
15 Take as one's own
16 Greek T's
17 Machine gun make
18 Orders more merchandise
19 French-speaking province
20 Threesome
21 "There ___ joy in Mudville ...": 2 wds.
22 Days gone by
32 U-boats
36 Keats poems
38 They work in strikers' places
41 *Cheers* barmaid
42 1991 Sellecca-Evigan series: 3 wds.
43 Beirut's country
44 "I get by with ___ help from my friends": 2 wds.
45 Erudition
47 George Gershwin's brother
48 Jamestown settler John
49 Briefcase
50 Farmhand
51 Cigarette buyers
54 Paste
56 Soothes
59 "Perfect Sleeper" mattress company
61 "First ___, first ...": 2 wds.
63 Ulan ___ (Mongolian capital)
64 Actress Mädchen of *Twin Peaks*
66 Lion's cry
68 Distributed: 2 wds.
70 Catches some rays
72 Small locomotives (SIDE KIN anag.)
74 Sunrooms
75 Phrase in a bad review: 2 wds.
76 Worshiped
77 Finishing stroke
79 Film spools
81 Collapsed, with "in"
82 Bell's invention
85 The true situation: 2 wds.
89 Actress Tandy
90 Not full of cargo
91 Concealing the face
92 Game show host
93 Enthusiasts: Suffix
94 Scruggs's bluegrass partner
95 *The Wreck of the Mary* ___ (1959 movie)
97 Lawyers: Abbr.
98 Removed an apple's center
99 First letter
100 Marital breakup
101 Having a fragrance
103 Monk
106 Automaton of Jewish folklore (ELM GO anag.)
108 Wrestlers' surfaces
111 Author Runyon
113 Not weighing much
116 For all practical ___
117 Settle a debt gradually
118 Canary's lunch
119 Fall behind
120 Make abnormally thin
122 Actress Jones and others
125 Lunge with a knife
127 *Look Back* ___: 2 wds.
129 Chauffeur-driven car
132 Vistas
133 Bricklayer's plaster
134 Head of the Huns
136 Simon of *Uncle Tom's Cabin*
138 Ringlets
140 *For Whom the Bell* ___
142 Liquors used in martinis and fizzes
143 In a frenzied state
144 Tubular pasta
145 Baseball legend Ruth
147 Prudent
149 Like lively jazz
150 Playwright James
151 The Red Planet
154 *Monsieur*'s wife: Abbr.
156 Craggy hill

R.J. KAUFMAN



ANSWER, PAGE 42

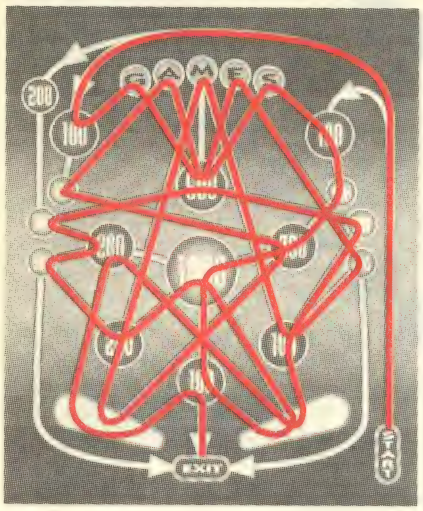
HARD CLUES (CONTINUED)

3 Michael's *Family Ties* role
4 Symbolize
5 H_2O
6 Head up
7 Review show feature
8 Mrs. Mahler and namesakes
9 Royal symbol
10 Home of Springsteen's band
11 Flock tender
12 Repudiate
13 Mesmerize
14 Destination of Christie's Orient Express riders
15 Ratify
16 St. Anthony's crosses
17 Terrorist's gun
18 Fills empty shelves
19 Château Frontenac setting
20 The Mandrell Sisters, e.g.
21 "It ___ Secret" (Jo Stafford tune)
22 Historian's concern
32 Long lunches?
36 Horace works
38 Union foes
41 Ballerina Fracci
42 1991 CBS series set in Palm Springs
43 Pennsylvania city and county
44 Barely
45 Learning
47 Rosemary's creator
48 Pocahontas's husband
49 Embassy employee
50 Steersman?
51 Targets of restaurant segregation
54 Collagist's need
56 Stills
59 Sealy rival
61 One of Washington's "firsts"
63 It means "hero" in Mongolia
64 *Twin Peaks*' Mädchen
66 Outbreak of laughter
68 Stopped
70 Phoenix five
72 Railroad haulers
74 Glass-enclosed rooms
75 Opposite of "two snaps up," on *In Living Color*
76 Put on a pedestal
77 Period of inactivity
79 Staggers
81 Surrendered
82 Conversation piece?
85 Facts
89 Roger Rabbit's wife
90 Empty, as a freighter
91 Yashmak material
92 Roast VIP
93 Ends for peace and beat
94 Guitarist Lester
95 *The Wreck of the Mary* ___
97 Bar members: Abbr.
98 Heartless?
99 Sign quickly
100 *Civil Wars* topic
101 Like lovers' stationery
103 Tuck, e.g.
106 Clay robot
108 Wilander of tennis
111 Pythias's pal
113 Lo-cal
116 Uses
117 Write off in installments
118 Feeder fill
119 Drop behind
120 Waste away
122 Writers Keene and See
125 Rough guess
127 Madly
129 Long way to travel?
132 Embarrassing displays
133 Pharmacy bowl
134 Bleda's brother and killer
136 Stowe villain
138 Shirley Temple trademark
140 Bridge fees
142 Whitney machines
143 Out of control
144 Saucy cylinders
145 Crib critter
147 Like the Magi
149 Jazzy, in a way
150 *A Death in the Family* writer
151 Setting for Bradbury's chronicles
154 Former Mlle.
156 Maxwell Anderson's *High* ___

PENCILWISE CONTINUES ON PAGE 44.

ANSWERS

SPECIAL WHEN LIT COVER

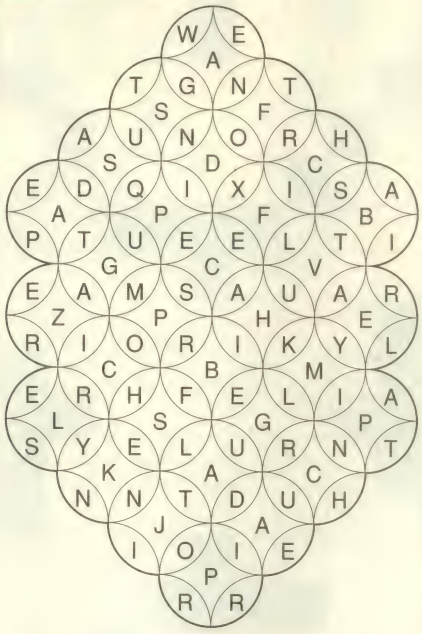


Boldface numbers indicate double scoring due to GAMES being lit. Underlined numbers show double scoring caused by hitting the flippers. START–100–G–500–E–200–100–M–200–LEFT FLIPPER–300–100–A–500–S–**100**–**400**–**300**–**1000**–**100**–RIGHT FLIPPER–**1000**–**200**–**500**–**200**–**300**–**500**–**300**–**100**–RIGHT FLIPPER–**200**–LEFT FLIPPER–**100**–EXIT.

FAKE AD

The Fake Advertisement announced in the Table of Contents was for "Car Games Video Companion" and appeared on page 54. *By Lou Kesten.*

21 BUBBLE WORDS

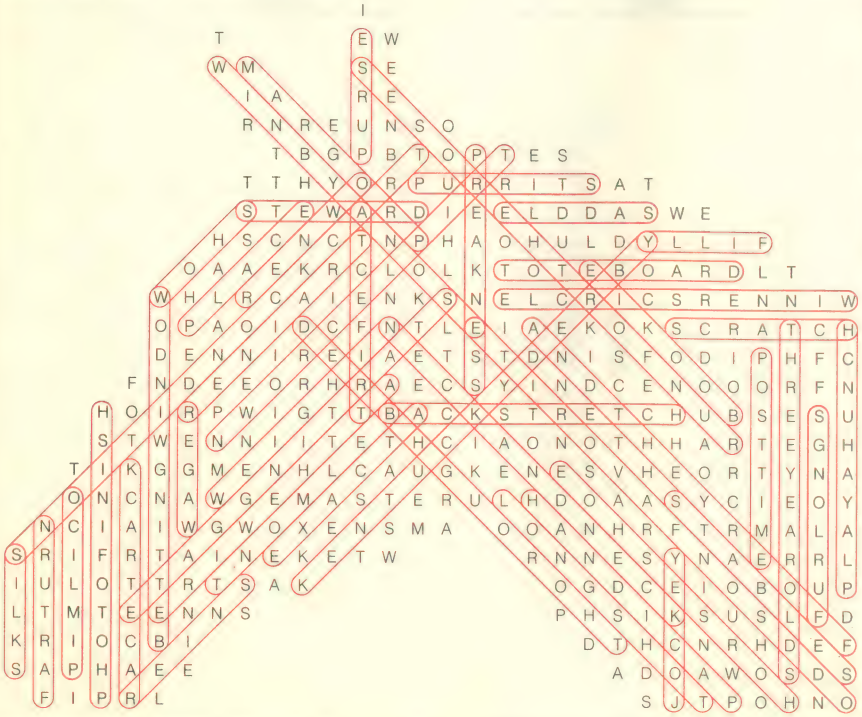


The letters on the perimeter give the following directions: "Wet hair, lather, rinse, repeat."

37 GEOGRAPHY SQUARES

1.	2.	3.
241	314	567
x 241	x 314	x 567
241	1256	3969
964	314	3402
482	942	2835
58081	98596	321489

22 PLAYING THE PONIES



8 STEEDS AMBIDEXTROUSLY

1. Most consecutive doubled letters
2. Most consecutive dotted letters (jijjiboo, a word in the 1909 song "I've Got Rings on My Fingers (Mumbo Jumbo Jijjiboo J. O'Shea)," is even better—five dotted letters in a row)
3. Longest word with a single vowel
4. Longest word that reverses to a different word
5. Longest synonyms that are also anagrams
6. Most consecutive vowels (MIAOUED, a variant spelling of "meowed," has all five in a row)
7. Longest word in reverse alphabetical order (SPONGED is the longest one with no doubled letters)
8. Longest words that can be made by shifting each letter of the first word to the next letter in the alphabet (ABJURER/NOWHERE is the longest shift of any length—13 letters—not counting unfamiliar words)
9. Shortest word that contains all six vowels in alphabetical order
10. Longest word that can be made with the first six letters of the alphabet (FACE-BEDDED beats it by one; the movie/TV show BAGDAD CAFE uses the first seven—if only the name were spelled BAGHDAD!)
11. Longest word that contains each letter exactly twice (TAENIODONTIDAE, which the dictionary says is a family of Lower Eocene edentates [huh?], is two letters longer)
12. Most consecutive consonants (many ties)
13. Longest word with no letters appearing twice (DERMATOGLYPHICS, or skin patterns, is one letter longer; we ignore the made-up word UNCOPYRIGHTABLES)
14. Longest word that looks the same when reflected in a mirror held above it
15. Word whose shortened form has the most apostrophes: FO'C'S'LE
16. Highest-scoring first turn in Scrabble
17. Longest so-called pyramid word: one V, two L's, three S's, four E's
18. Dictionary entry with the most consecutive letters of the alphabet: MNOPQRSTUV (10)
19. Longest so-called rhopalic (or "snowball") word: T-EM-PER-AMEN-TALLY
20. Only common phrase in the English language with four consecutive alphabetic letters in order (RSTU) and in reverse order (FEDC)

Thanks to Murray Pearce and Alan Frank for their help in researching this puzzle; and to Word Ways *magazine, the source for many of the examples.*

14 JOAN'S DINER

Exterior of diner
Clockwise from upper left: Toenail clippers, garters, key, razor blades, windshield wiper
Interior of diner
Left third from top to bottom: File folders, curlers, camera, toy pilot's wings, hot pad, bullion cube, die, piece of gum, matchbook, fork, headphone adapter, sardine can, Scrabble tiles (on the countertop), protractor, whistle, seashell, pencils, pills in foil, egg slicer, dollar coins (the stool seats), baby bottle nipple, pads of restaurant order checks, portable magnetic chessboard, nozzle from a tube of caulk, thumbtacks, toy baby bottle
Middle third from top to bottom: Salt shakers, bathroom toothbrush holder, bathtub plug, luggage tag, lollipop, toy train (the menu), peanut (in waitress's hair), Q-Tips, bulldog clips (the door hinges), potholder, peeler, night-light (without a bulb), thimble, crackers, switch plate, hair clip (on notepad), notepad, cassette, pistachio nut, button, bunion pad, shade pull (under the bunion pad)
Right third from top to bottom: Recipe booklet, postage stamp, coin changer, ruler, crayons, pencil sharpener, another toy train, calculator, whisk, church key can opener, crossword puzzle
• If you find any others, let us know.

ANSWERS

23 HEY, BIG SPENDER!

M	E	R	I	T	■	P	A	N	T	■	S	N	A	P
A	C	U	R	A	■	O	N	E	S	■	W	A	K	E
T	H	E	S	K	Y	S	T	H	E	L	I	M	I	T
S	O	D	■	E	A	T	E	R	■	O	V	E	N	S
■	■	■	P	A	L	■	S	U	A	V	E	■	■	■
R	E	N	E	W	E	D	■	■	R	E	L	I	V	E
E	V	I	T	A	■	E	A	R	L	■	■	R	O	N
M	O	N	E	Y	I	S	N	O	O	B	J	E	C	T
U	K	E	■	■	B	I	T	S	■	L	U	N	A	R
S	E	R	E	N	E	■	■	S	T	A	T	E	L	Y
■	■	■	L	O	T	S	A	■	I	C	E	■	■	■
A	T	L	A	S	■	C	R	A	N	K	■	A	S	A
W	H	A	T	E	V	E	R	I	T	C	O	S	T	S
E	R	I	E	■	A	N	O	N	■	A	W	E	E	K
D	U	D	S	■	N	E	W	T	■	T	E	A	M	S

23 DROPPING HINTS

1. Cough drop
2. Dropout
3. Gumdrop
4. Drop in the bucket
5. Drop kick
6. Get the drop on
7. Drop cloth
8. Eavesdropper
9. At the drop of a hat
10. Teardrop
11. Name-drop
12. Drop leaf
13. "Raindrops Keep Fallin' on My Head"
14. Eyedropper

24 DEAD LETTER DEPARTMENT



Hidden throughout the crime scene are letters of the alphabet that match those in the note, as shown above. The murderer, in his attempt to remove all traces of his identity, removed seven of the letters: A, M, N, O, P, S, and T. The detective realized these letters had to be anagrammed. After first rejecting NO STAMP, he discovered the identity of the killer: POSTMAN. (Indeed, the postman was fed up with the old miser, who repeatedly refused to pay for mail delivered postage due.)

25 PENCIL POINTERS

■	■	■	I	■	P	■	■	E	■	■	■	T	U	■					
B	J	O	R	N	B	O	R	G	■	P	A	S	A	■	E	O	N	S	
■	U	P	A	T	R	E	E	■	B	I	L	L	B	O	A	R	D	■	
■	N	E	W	H	A	R	T	■	O	L	D	I	E	■	H	I	E	D	
■	E	R	L	E	■	■	T	H	R	O	A	T	■	M	O	O	R	E	
F	I	A	S	C	O	■	■	Y	U	N	G	■	■	B	O	U	N	C	E
■	S	■	■	A	L	E	■	R	O	U	T	■	L	A	S	S	O	S	
■	B	I	G	R	E	D	■	O	N	E	O	N	O	N	E	■	V	■	■
■	U	S	E	D	■	A	U	N	T	■	R	A	N	S	O	M	E	D	
■	S	E	N	S	E	S	■	S	H	A	R	E	D	■	F	A	R	E	
■	T	E	E	■	A	N	T	■	E	L	I	■	E	■	T	H	A	W	
■	I	■	T	A	T	E	R	■	F	A	D	E	S	■	H	A	G	■	■
S	N	A	I	L	■	R	I	G	O	R	■	V	■	P	E	T	E	S	
■	O	S	C	A	R	■	A	L	U	M	N	I	■	D	A	M	N	S	
C	U	T	I	N	■	S	L	U	R	■	A	D	E	Q	U	A	T	E	
■	T	A	S	S	E	L	■	E	T	C	H	E	R	■	G	■	■	■	
■	A	R	T	■	B	U	D	D	H	A	■	N	A	T	U	R	A	L	
A	L	I	■	■	B	I	O	■	O	P	E	C	■	O	S	A	G	E	
■	L	S	A	T	■	C	O	N	F	E	D	E	R	A	T	I	O	N	
■	O	B	L	I	G	E	R	■	J	R	S	■	A	D	M	S	■	■	
■	V	O	I	C	E	■	M	O	U	S	E	R	S	■	O	I	L	S	
■	E	R	A	S	E	■	A	W	L	■	L	I	P	■	O	N	E	A	
■	R	N	S	■	K	E	N	N	Y	■	S	P	Y	I	N	G	O	N	

26 INGENIOUS INVENTIONS

1. Doorbellhop
2. Outhouseboat
3. Wristwatchdog
4. Comic striptease
5. Flapjackrabbit
6. Firearmchair
7. Hunchbackpack
8. Coffeepotbelly
9. Bottle cap gun *or* soda popgun
10. Bull's-eyeglasses
11. Candlestick shift
12. Sandwich boardgame

28 DSZQUPHSBNT!

1. CRYPTOON. "You lousy mutt! How can I look my students in the eye and tell them my dog ate their homework?!"
2. VERBAL EXERCISE. Wit has truth in it; wise-cracking is simply calisthenics with words. —Dorothy Parker
3. THE USUAL SUSPECTS. Watching the news should make us wary of living near quiet people who keep their lawns neatly trimmed.
4. OUT OF BOUNCE. One-on-one game ends early after kids notice their sneakers contain more air than the basketball.
5. TUT TUT. Ancient Egyptian hieroglyphic carver is fired for repeatedly forgetting "eye before eel except after seal."
6. MISSED GROOVES. Hi-fi purists scorn how CD's turn music into digits, finding comfort in pops or clicks found on most LP's.
7. GRAND ERROR. "Sixty North Maple Drive, right?" urges vexed piano mover after eight-story climb. "Close," woman tells mover. "Sixty South."

29 URBAN RENEWAL

1. Caroled (Laredo)
2. Paroles (El Paso)
3. Spatula (St. Paul)
4. Telecast (Seattle)
5. Flames (Salem)
6. Coaching (Chicago)
7. Sultan (Tulsa)
8. Sustain (Austin)
9. Doornail (Orlando)
10. Toucans (Tucson)
11. Overdo (Dover)
12. Reprise (Pierre)

The added letters can be arranged to spell SAN FRANCISCO.

29 TIPPING PERMITTED

T	R	I	S	■	E	B	A	N	■	■	T	U	R	K
H	I	D	E	■	L	O	R	N	A	■	A	R	I	A
U	C	L	A	■	G	R	I	E	G	■	I	S	P	Y
S	H	E	T	L	A	N	D	■	E	L	P	A	S	O
■	■	■	B	A	R	E	■	S	L	O	E	■	■	■
A	S	P	E	C	T	■	S	H	E	R	I	F	F	■
W	H	A	L	E	■	W	H	O	S	E	■	L	O	P
L	O	S	T	■	P	A	I	R	S	■	P	U	R	R
S	E	T	■	C	O	V	E	N	■	R	A	N	G	E
■	D	A	I	L	I	E	S	■	D	O	N	K	E	Y
■	■	N	E	S	S	■	P	O	M	P	■	■	■	■
B	A	M	B	O	O	■	E	A	R	P	I	E	C	E
A	J	A	R	■	N	A	R	C	S	■	P	L	U	G
J	A	K	E	■	S	M	I	T	E	■	E	L	L	O
A	X	E	D	■	■	P	E	S	T	■	S	A	P	S

30 CROSS-O

1. FLOWER: dahlia, marigold, phlox, violet
2. EUROPEAN: Briton, Italian, Spaniard, Swede
3. ALCOHOL: bourbon, scotch, tequila, vodka
4. CEREAL: All-Bran, Crispix, Total, Wheaties
5. WESTERN: *Bonanza*, *Gunsmoke*, *Maverick*, *Rawhide*
6. DANCE: fox-trot, one-step, polka, twist
7. CHIEF: Cochise, Geronimo, Pontiac, Tecumseh
8. GASOLINE: Chevron, Mobil, Sunoco, Texaco

31 GUESS THE THEME

■	O	W	E	D	■	C	A	S	A	■	S	A	I	D	■	A	M	I	S	H
S	C	H	M	O	■	A	B	E	S	■	E	L	M	O	■	C	O	Q	A	U
T	H	E	S	U	B	J	E	C	T	■	A	L	I	G	H	T	B	U	L	B
A	E	R	■	B	R	U	T	■	O	F	F	E	N	S	E	S	■	I	T	S
G	R	E	M	L	I	N	■	C	R	O	O	N	■	■	L	O	U	T	S	■
■	■	■	Y	E	N	■	C	A	I	R	O	■	D	A	M	N	S	■	■	■
P	A	A	R	■	Y	O	U	R	A	D	D	R	E	S	S	■	E	Y	E	S
A	P	I	N	■	■	R	B	I	■	■	A	G	A	■	D	R	O	L	L	■
V	E	R	A	■	A	B	A	B	Y	S	D	I	A	P	E	R	■	U	S	O
E	X	P	L	O	R	E	■	S	E	P	A	L	S	■	L	I	B	R	A	■
■	L	O	B	E	D	■	■	A	I	L	■	■	T	U	L	I	P	■	■	■
■	H	A	Y	E	S	■	T	E	S	L	A	S	■	I	D	Y	L	L	I	C
M	A	N	■	Y	O	U	R	A	T	T	I	T	U	D	E	■	L	A	L	O
T	R	E	S	S	■	N	O	R	■	■	■	A	R	A	■	■	I	N	L	A
V	I	S	A	■	A	D	O	L	L	A	R	B	I	L	L	■	A	S	S	T
■	■	■	F	S	T	O	P	■	I	T	A	L	S	■	E	A	R	■	■	■
■	S	U	E	T	Y	■	A	M	I	L	E	■	H	A	N	D	S	A	W	■
A	N	T	■	R	O	S	A	R	I	E	S	■	W	I	C	K	■	I	R	E
Y	O	U	R	O	U	T	F	I	T	■	T	H	E	C	H	A	N	N	E	L
E	R	R	E	D	■	E	R	S	E	■	O	I	N	K	■	R	E	G	A	L
S	E	N	S	E	■	T	O	E	D	■	N	E	T	S	■	A	W	E	S	■

The theme is "things you change."

34 THE SPIDER AND THE FLY



ANSWERS

35 CRYPTIC CROSSWORD 1

ACROSS

1 Wear thin (win + earth)
5 Bushes (bus + she)
10 Alter (altar)
11 Led astray (Leda's tray)
12 Tallest (test + all)
13 Abandon (a + band + on)
14 Gemstone (Mets + gone)
16 Taper (two meanings)
19 Loyal (alloy)
21 Fathomed (ofF AT-HOME Delivery)
24 New moon (women on)
26 Attacks (at + tacks)
27 Implement (imp + let + men)
28 Ruing (ruin + g)
29 Garish (hag + sir)
30 Boroughs (Bo's + rough)

DOWN

1 Wealth (the law)
2 Artillery (artery + ill)
3 Targets (tar + gets)
4 Islet (is + let)
6 Upstart (puts + art)
7 Hired ("Hi, Red")
8 Sayonara (esSAY ON A RAcist)
9 Adjacent (a + D.J. + a + cent)
15 Offender (offer + end)
17 Preaching (pre-aching)
18 Clanking (clan + king)
20 Lioness (loses in)
22 Ontario (on + trio + a)
23 Usages (sage + U.S.)
25 Wiper (we rip)
26 Astro (a + sort)

35 CRYPTIC CROSSWORD 2

ACROSS

1 Council (counsel)
5 Evinces (E + vines + c)
9 Nails (snail)
10 Bothering (Bo + the + ring)
11 Propeller (proper + ell)
12 Tiara (Tara + I)
13 Summoned (sum + M + one + D)
14 Lemons (littLE MONSter)
17 Sachet (st. + ache)
19 Bassists (b + assists)
23 Avers (a + verse – e)
25 Expensive (Eve + X + pens + i)
26 Potpourri (up prior to)
27 Ingot (got + in)
28 Rosters (roosters – O)
29 Galleon (gallon + e)

DOWN

1 Canapés (ape + cans)
2 Uniform (in forum)
3 Casserole (Carol sees)
4 Libelled (belle + lid)
5 Enters (centers – c)
6 Inert (traINER Terrified)
7 Chicago (Chico + Ag)
8 Signals (slang + is)
15 Essential (easel isn't)
16 Sampling (m + sapling)
17 Scamper (S + camper)
18 Creates (crates + E)
20 Shingle (H + single)
21 Sweeten (wee + t + Sen.)
22 Hearts (harts + E)
24 Stole (two meanings)

36 DOUBLE CROSS

A. DON'T WORRY, BE HAPPY
B. IGLOO
C. ALTO
D. NEW KIDS ON THE BLOCK
E. ERROR
F. ANNE TYLER
G. CASABA
H. KRILL
I. EDGAR
J. RENTS
K. MIDNIGHT RUN
L. ANNIE GET YOUR GUN
M. NOLTE
N. OUST
O. FALAFEL
P. THE HEIDI CHRONICLES
Q. HUBBLE
R. ELGAR
S. STEVE WINWOOD
T. ELSA
U. NITWIT
V. SADAHARU OH
W. EARWIG
X. STATUS

Etymologically speaking, a *breath* is not neutral or bland—it's *cooked air.* There is a furnace in our cells, and when we breathe we pass the world through our bodies, brew it lightly and turn it loose again, gently altered for having known us.—Diane Ackerman, *(A Natural History) of the Senses*

37 CROSSROADS

C	O	A	T	■	A	R	C	A	D	E	S	■	D	E	C	A	T	U	R	■	Q	T	I	P
U	G	L	Y	■	D	U	L	L	I	S	H	■	I	N	A	D	A	Z	E	■	U	R	S	A
P	R	E	P	■	A	N	I	M	A	T	E	■	S	T	L	O	U	I	S	■	E	I	N	S
S	E	X	I	S	M	■	P	A	D	R	E	■	C	R	A	P	S	■	T	O	B	O	O	T
■	■	■	F	U	S	S	■	S	E	E	P	■	L	A	I	T	■	C	O	D	E	■	■	■
P	L	A	Y	B	A	C	K	■	M	E	D	I	A	N	S	■	R	A	C	E	C	A	R	S
S	E	L	■	S	L	A	N	G	■	T	O	R	I	C	■	C	O	R	K	S	■	T	A	M
I	B	I	S	■	E	B	O	L	I	■	G	A	M	E	B	A	L	L	S	■	A	T	N	O
L	A	T	E	R	■	S	W	U	N	G	■	■	■	■	A	L	F	A	■	S	M	A	C	K
U	N	T	R	O	D	■	L	E	W	I	S	■	H	I	T	M	E	■	Q	U	I	C	H	E
V	O	L	T	A	I	R	E	■	A	V	O	C	A	D	O	S	■	P	U	N	C	H	E	R
U	N	E	A	R	N	E	D	■	R	E	L	A	T	O	R	■	W	H	I	S	K	E	R	S
■	■	■	■	K	E	G	■	■	N	A	V	E	L	■	■	H	O	E	■	■	■	■	■	■
J	U	V	E	N	I	L	E	■	F	O	R	E	D	I	D	■	A	N	T	A	C	I	D	S
E	N	E	M	I	E	S	■	F	L	U	I	D	I	Z	E	■	T	E	U	T	O	N	I	C
S	L	I	C	K	S	■	G	R	A	T	A	■	T	E	A	M	S	■	S	T	R	I	V	E
S	A	L	E	S	■	D	O	I	T	■	■	■	■	D	R	A	W	L	■	S	E	T	O	N
I	D	I	E	■	P	A	L	A	T	A	B	L	E	■	E	T	H	I	C	■	D	I	R	T
C	E	N	■	S	U	M	E	R	■	M	I	A	M	I	■	S	A	G	A	L	■	A	C	E
A	N	G	S	T	R	O	M	■	M	O	R	G	A	N	A	■	T	H	R	I	L	L	E	D
■	■	■	C	A	P	N	■	C	O	R	D	■	C	A	T	T	■	T	O	M	E	■	■	■
G	A	Z	E	B	O	■	B	U	R	T	S	■	I	N	T	O	W	■	L	O	G	J	A	M
I	M	I	N	■	S	M	A	R	T	I	E	■	A	G	I	L	I	T	Y	■	R	I	G	A
N	O	T	E	■	E	M	B	L	A	Z	E	■	T	E	L	L	S	O	N	■	E	V	E	R
S	K	I	S	■	S	E	E	S	R	E	D	■	E	R	A	S	E	R	S	■	E	Y	E	S

44 STAR MAP

The people represented (in roughly west-to-east order) are:
Denzel WASHINGTON
OLYMPIA Dukakis *(Washington)*
EUGENE O'Neill *(Oregon)*
Busby BERKELEY *(California)*
Luther BURBANK *(California)*
Joe MONTANA
HELENA Rubinstein *(Montana)*
CASPER the Friendly Ghost *(Wyoming)*
OGDEN Nash *(Utah)*
River PHOENIX *(Arizona)*
John DENVER *(Colorado)*
Otto von BISMARCK *(North Dakota)*
PIERRE Trudeau *(South Dakota)*
Abraham LINCOLN *(Nebraska)*
NORMAN Rockwell *(Oklahoma)*
Stella DALLAS *(Texas)*
Tracy AUSTIN *(Texas)*
Whitney HOUSTON *(Texas)*
MINNESOTA Fats
Ed AMES *(Iowa)*
Janis JOPLIN *(Missouri)*
Dolley MADISON *(Wisconsin)*
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Burt LANCASTER *(Pennsylvania)*
FREDERICK Douglass *(Maryland)*
VIRGINIA Woolf
Sir Walter RALEIGH *(North Carolina)*
CHARLOTTE Brontë *(North Carolina)*
GEORGIA O'Keeffe
Tony ORLANDO *(Florida)*

ANSWERS

16 I REMEMBER MAMA

1 (*One Day at a Time*) – G (Ann Romano)
2 (*Bewitched*) – E (Samantha Stevens)
3 (*The Addams Family*) – F (Morticia Addams)
4 (*The Cosby Show*) – J (Clair Huxtable)
5 (*Married ... With Children*) – I (Peg Bundy)
6 (*Dallas*) – C ("Miss Ellie" [Eleanor Southworth] Ewing)
7 (*Beverly Hills 90210*) – O (Cindy Walsh)
8 (*The Jetsons*) – K (Jane Jetson)
9 (*Happy Days*) – M (Marion Cunningham)
10 (*Father Knows Best*) – N (Margaret Anderson)
11 (*The Flintstones*) – B (Wilma Flintstone)
12 (*All in the Family*) – H (Edith Bunker)
13 (*Family Ties*) – P (Elyse Keaton)
14 (*Lassie*) – L (Ruth Martin)
15 (*Growing Pains*) – D (Maggie Seaver)
16 (*I Love Lucy*) – A (Lucy Ricardo)

Photo credits: 7, F, O—Ohlinger's; all others—Movie Star News.

47 DR. QUIZZLER'S MIND TEASERS

1. Her longevity.
2. Uriah was reading Braille.
3. 16 (two pairs of twins are eight).
4. Not counting two-dollar bills, you can have $20.19 without being able to change a twenty—a ten, a five, 4 ones, 3 quarters, 4 dimes, and 4 pennies. But you can also have an infinite amount of money if all the bills are over $20.
5. Grapefruit.
6. 50 pounds—plus half the weight of the pole.
7. No. The one with the goldfish will be heavier.
8. He must have been the only male doctor present.
9. Peace.
10. One quarter of an inch. As the dog winds himself around the tree, he keeps getting closer and closer to the tree, without going over any spot more than once.
11. For holding cows together.
12. Elevators.
13. 25.
14. Her brother.
15. Nearly drowned, of course.
16. p-o-d.
17. Whoever.
18. 65 minutes.
19. Yes.
20. Kangaroo.
21. Horseshoes or quoits.
22. Peacocks don't lay eggs; peahens do.
23. Idaho, Indiana, Illinois, Iowa.
24. "I am what I am; what I am not, I am not. Am I not not what I am not? I am."
25. He was never elected to a second term.
26. Nothing. The earth's centrifugal force would offset the pull of gravity.
27. Nine.
28. 24 (or possibly more, if there was any wasted leather in the smaller piece).
29. Jefferson Davis (note that we said an American President, not a President of the United States).
30. False. You can see stars much farther away than the sun.

48 BEETLE-MANIA!

D–G–B–E–I–H–C–J–A–F

31 GUESS THE THEME HINT

All of the theme entries fit the category "Things you ____," where the blank can be filled in with a certain verb.

WILD CARDS

61 THE NAME'S THE SAME

1–m/n, Tim, *Home Improvement*
2–d, Roseanne, *Roseanne*
3–k/l, Harry, *Night Court*
4–a, Tony, *Taxi*
5–h, Sandy, *The Hogan Family*
6–f, Ron, *Barney Miller*
7–m/n, Andy, *The Andy Griffith Show*
8–c, Woody, *Cheers*
9–j, Shirley, *The Partridge Family*
10–i, Gabe, *Welcome Back, Kotter*
11–b, Ted, *The Mary Tyler Moore Show*
12–e, Marion, *Happy Days*
13–g, Bob, *The Bob Newhart Show*
14–k/l, Donna, *The Donna Reed Show*
15–o, Danny, *Make Room for Daddy*

61 SECONDARY OPPOSITES

1. BLACK and WHITE
2. WET and DRY
3. RICH and POOR
4. OLD and NEW
5. AWAKE and ASLEEP
6. FRIEND and ENEMY
7. DRUNK and SOBER

61 STATE THE FACTS

The vowel is A, the consonant is N, and the three state names that don't contain them are Mississippi, Missouri, and Ohio.

61 HI-TECH COMMUTING

Joe had been driving for 10 minutes.

Without the phone, Joe would have driven twice as long, losing one hour. Thus, the morning's drive without the phone would have taken two hours. The drive without the phone consists of three trips between home and the office, so a one-way trip is 40 minutes. Since the phone saved Joe an hour, it would have taken 30 minutes to get from where he received the call to the office and another 30 minutes to get back to that point. Since the whole trip takes 40 minutes, he was therefore 10 minutes from home.

61 WORD FISHING

1. LINE
2. OCEAN
3. SALMON

61 TRIHOMINOES

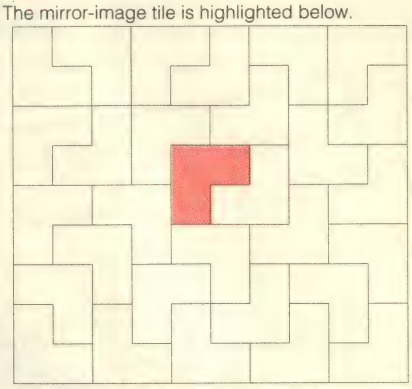
1. Air, ere, heir
2. Aye, eye, I
3. Gnu, knew, new
4. Cay, key, quay

62 PLAYING CARD LADDERS

Our answers (other routes may be possible):
1. WILD, WIND, WAND, WARD, CARD
2. JACK, LACK, LICK, KICK, KINK, KING
3. FULL, BULL, BULK, BUCK, DUCK, DECK
4. HEART, HEARS, SEARS, SPARS, SPARE, SPADE
5. STUD, STUB, STAB, SLAB, SLAT, FLAT, FRAT, DRAT, DRAW

62 FLOOR EXERCISE

The mirror-image tile is highlighted below.



63 INTERNAL AFFAIRS

1–s, COMEDIAN
2–l, CONTOUR
3–o, HOSTAGE
4–t, SHRUBBERY
5–j, CLAMBAKE
6–g, OPTICAL
7–h, SEARCHED
8–m, WARRANTY
9–n, OVERSIGHT
10–q, PICARESQUE
11–f, UNICYCLE
12–c, BARTENDER
13–i, COMPLEXITY
14–p, COURTHOUSE
15–k, FLASHLIGHT
16–b, GENIUSES
17–a, NUISANCE
18–r, REDISCOVERY
19–e, HURRICANES
20–d, WILDEBEEST

63 FRACTURED FILMS

1. *Chariots of Fire*
2. *The Terminator*
3. *Dangerous Liaisons*
4. *The Manchurian Candidate*
5. *Reversal of Fortune*
6. *Days of Thunder*
7. *The Godfather*
8. *Back to the Future*
9. *The Treasure of the Sierra Madre*
10. *8½*

63 POP QUIZ

1. Coke
2. Coke
3. Pepsi
4. Coke
5. Pepsi
6. Pepsi
7. Pepsi
8. Coke
9. Pepsi
10. Coke
11. Coke
12. Pepsi
13. Coke
14. Coke
15. Pepsi
16. Pepsi

63 KNIGHT SHIFT

White needs 17 moves to mate Black. They are: **1** Ng4 **2** Nf6 **3** Nxd5 **4** Ne7 **5** Nf5 **6** Nd6 **7** Nb7 **8** Nxa5 **9** Nb7 **10** Nc5 **11** Ne6 **12** Nc7 **13** Nxa8 **14** Nc7 **15** Nxe8 **16** Nd6 **17** Nf7++.

51 EYEBALL BENDERS

1. Coca-Cola bottles
2. Train locomotive wheels
3. Stapler
4. Hershey Kisses
5. Dental floss
6. French horn
7. Golf clubs

64 WHAT'S LOOKIN' AT YOU, KID?

1. Goldfish
2. Mouse
3. Bat
4. Rabbit
5. Dolphin *or* porpoise
6. Cat
7. Groundhog
8. Dog
9. Rat

STAR MAP ★☆

BY STEPHEN SNIDERMAN

You may not recognize the city and state names on the somewhat unorthodox U.S. map below. That's because we've taken the real name of each location, found a famous person who shares it, and substituted the person's *other* name for the place name. For example, the capital of Nebraska, labeled Abraham, represents Lincoln. Substitutions may involve either first or last names. Hints: Names in all capital letters represent states, while ones in lowercase letters are cities. State capitals are indicated by stars. Names in italics are fictional characters. You can use the blanks below the map to write in your answers.

ANSWERS, PAGE 42







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GAMES

Dr. Quizzler's Mind Teasers

Fifty years ago one of America's most popular (and most brilliant) puzzlemakers was Dr. Quizzler a.k.a. John Henry Cutler. Readers of his syndicated newspaper feature scratched their heads over his original trick puzzles, trivia questions, and brainteasers of all sorts. We like him, too. As a tribute to him, here are some of our favorite questions from Dr. Quizzler's fevered brain. ★☆

ANSWERS, PAGE 43



1. If Betsy Ross were living today, what would she be most noted for?

2. Uriah was reading a book in his living room when his wife, Rachel, not knowing he was reading, turned out the light, leaving him in the dark. Yet Uriah continued to read without interruption. How was this possible?

3. Susan had two pairs of twins twice. How many children does this make?

4. Using modern U.S. currency, what is the most money you can have without being able to change a $20 bill?

5. We don't wish to stir up any antagonism, of course, but what are California grapefruit popularly called in Florida?

6. Hans and Franz carry 100 pounds of weight slung on a pole between them. Assuming their hands are 10 feet apart, and the load is 5 feet from Hans, how much weight does each carry?

7. Two goldfish bowls half full of water exactly balance on a balance scale. If you put a couple of goldfish in one of the bowls, will the scales still balance?

8. Just before poor Tess died, she said, referring to one of the three doctors in the room (named Green, Brown, and White, respectively): "He did it, the cad!" Based on this comment alone, Dr. Brown was held suspect? Why?

9. There is something that almost everyone wants, that everyone can have, and that people are now fighting for. But while fighting for it, they have lost it. What is it?

10. A dog is tied to a tree with a 15-foot leash. The tree is 3 feet in circumference. As the dog winds himself around the tree, a bone that he holds firmly in his mouth constantly digs a groove 1/4 inch deep in the ground. How deep will this groove be after the dog has wound himself as much as possible around the tree?

11. What is cowhide chiefly used for?

12. What common motorized means of transportation in New York City (there are more than 50,000 of them) carries almost three times as many passengers daily as all the city's trains, buses, subway cars, and automobiles *combined*?

13. A regular book has 100 leaves. On what leaf is page 49?

14. What relation is a man to his mother's only brother's only niece?

15. Quickly now: Would you rather be nearly drowned or almost saved?

16. Without writing this down, what would the word POD spell if printed in small letters upside-down?

17. Which is correct? I'll give the candy to (whoever) (whomever) wants it.

18. Auntie's cockeyed clock stops for a minute after every 10 minutes. How long will it take the minute hand to go once around the dial?

19. You are speeding along in a train that's going 60 miles an hour in a straight line. You jump 3 feet vertically in the air. Will you land in the same spot that you jumped from?

20. What well-known animal jumps when it walks and sits down when it stands up?

21. Everyone knows that in baseball only one person on each team is called the pitcher. In what well-known game do all the players pitch?

22. A fence separates my property from Hector's. Say my pet peacock flies over the fence and lays on egg on Hector's property. According to standard law, does Hector own the egg or do I?

23. You have just 30 seconds for this one: Name four states in the Union whose names begin with the letter I.

24. Make sense of the following: "I am what I am what I am not I am not am I not not what I am not I am."

25. Why didn't William Howard Taft run for a third term as President of the United States?

26. If the earth rotated so fast that a day were only an hour and a half long, approximately how much would a 150-pound person living on the equator weigh?

27. Mr. and Mrs. Twitchell have six daughters. Each of the daughters has a brother. How many persons are there in the entire family?

28. A cobbler can cut six soles out of a piece of leather 10 inches square. How many soles can he cut out of a piece of leather 20 inches square?

29. General Robert E. Lee ordered an American President off the battlefield to save him from harm. This same President eloped with the daughter of Zachary Taylor. Who was he?

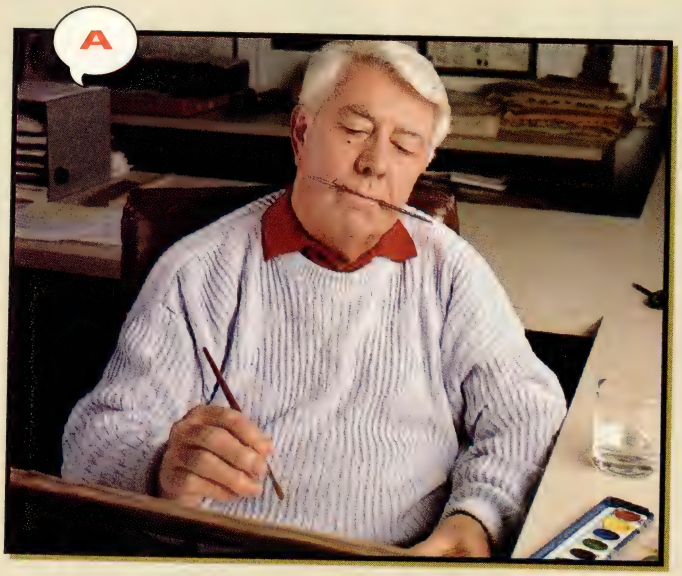
30. You can see farther in the daytime than at night—true or false?

BEETLE MANIA!

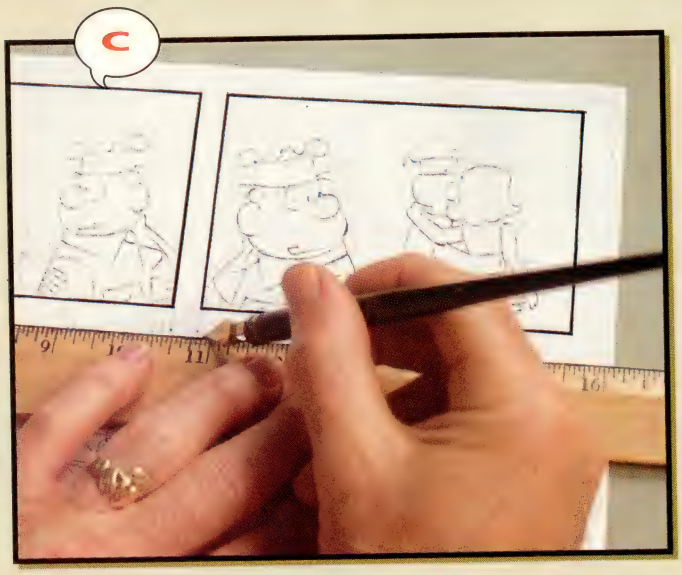
A Time Sequence Puzzle by Robert Leighton ■ Photographs by Kimberly Butler

Chaos has been the order of the day at Camp Swampy since Sgt. Snorkel first chewed out new recruit Pvt. Beetle Bailey nearly 42 years ago. But even that may not have prepared their creator, cartoonist Mort Walker, for the type of mayhem exhibited here. We sat in one day while Walker conceived, drew, and painted a Sunday "Beetle Bailey" comic strip—and then decided, Beetle-style, that we were too lazy to put the pictures in order. So we're presenting them as Beetle would. Carefully examine the photos (A-J) and see if you can put them in their proper sequence.

ANSWER, PAGE 43

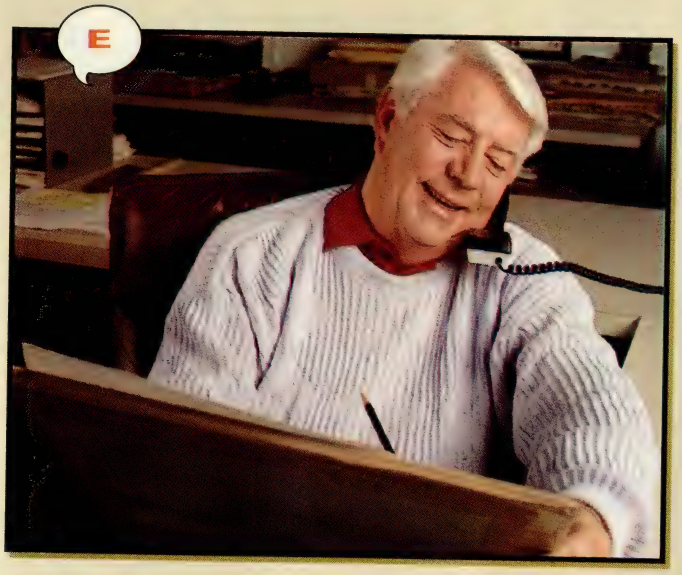








E



F


WHAT'S WRONG, SARGE?
I JUST SAW A BABY
PROBABLY NEVER HAVE A CHILD
I'LL END UP ALL ALONE
YOU'VE GOT US, SARGE
MORT
THAT WAS CRUEL, BEETLE
SOB

G


WHAT'S WRONG, SARGE?
I JUST SAW A BABY

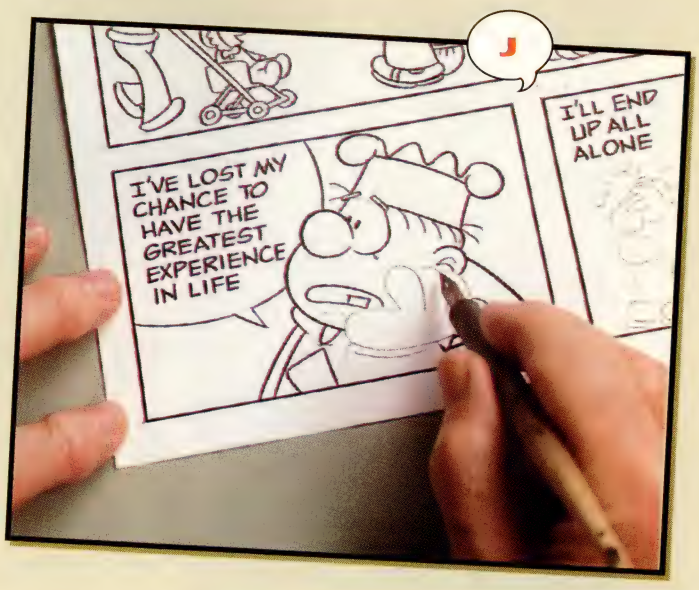
H



I



J


I'VE LOST MY CHANCE TO HAVE THE GREATEST EXPERIENCE IN LIFE
I'LL END UP ALL ALONE



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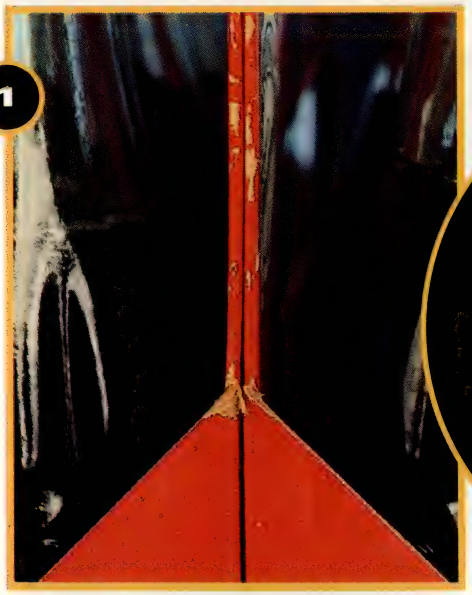
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WHAT ARE THESE OBJECTS?

eyeball benders by keith glasgow















clues:

1. Pop art **2.** On track
3. Joint effort
4. Rated XXX
5. Canine cleaner
6. Top brass
7. For swingers

ANSWERS, PAGE 43

FAMILY GAME

PIPELINE

COMPANY PLAYCO HAWAII, 2209 YOUNG ST., HONOLULU, HI 96826, PHONE (808) 942-2996, FAX (808) 942-0765 **PRICE** $35 PPD. **PLAYERS** 2-4; AGES 8-ADULT **PLAYING TIME** 20 MINUTES



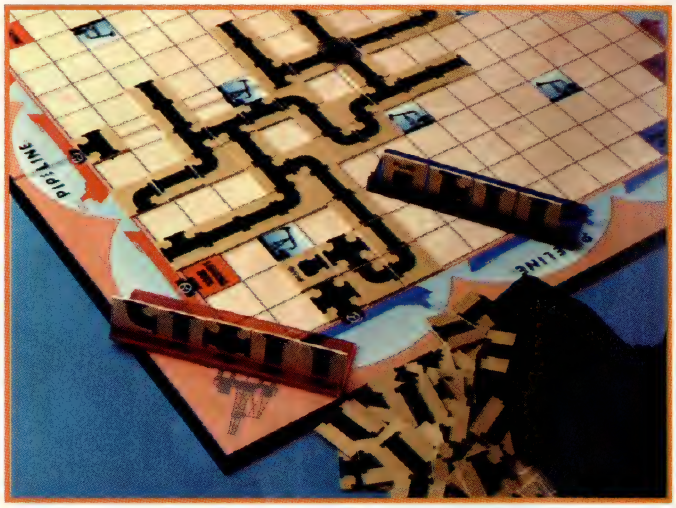
In most connection games, the object is to connect a path of colored tiles before the opponent does the same with different-colored tiles. In Pipeline, all the tiles are the same color, and any path may be used by anyone. Your goal is to build a pipeline to direct the flow of oil from the wellhead in the center to one of the three loading docks at your edge of the board while trying to divert it from your opponents' and maneuvering around drilling sites. The result is a tense, unpredictable battle to control the direction of the pipelines' various arms.

After randomly choosing five tiles each (they are replenished later), players take turns placing them at the wellhead or the end of existing pipelines (or on their loading docks). Tiles represent five types of pipe: straight, elbow, T, cross, and plug. A plug permanently stops up one pipeline extension, and since there are only five plugs, they are usually saved as a last-ditch defense to put an inglorious end to an opponent's laboriously laid plans.

The beauty of Pipeline is the every-man-for-himself strategy that the players generally adopt. While the game plays well with two or three players, it's amazing with four. Very often you have to decide whether it's better to interfere with an opponent's well-advanced pipeline or to take a chance and extend your own, leaving the dirty work up to one of the other players and hoping that somebody has the needed tile to do the job.

Bluffing also plays a role. You may pass if you have only one tile in your rack, a useful option when you're holding an oh-so-valuable plug and don't want to play it when it isn't really needed. But if you pass even when you don't have a plug, the other players, thinking you have one, may play defensively.

With its ideal combination of luck, strategy, tactics, and bluffing, Pipeline is such an addictive and intriguing game that you don't mind losing. Well, maybe a little. ■ —Peter Gordon



PARTY GAME

BAGGIT

COMPANY BAGGIT, INC., 5000 KEMPER AVE., ST. LOUIS, MO 63139 **PRICE** UNDER $23 **PLAYERS** 2 OR MORE TEAMS, AGES 10+ **PLAYING TIME** 1 HOUR



In this fast, funny, and absolutely addictive party game, the idea is to name as many items as possible as quickly as possible by listening to verbal clues given by a teammate. Trouble is, you don't know the category of the item you're trying to guess. What's more, the category is constantly changing.

Each player randomly chooses one of 144 category cards, then thinks of 10 items associated with that category and writes them on little slips of paper, one item per slip. Everyone's slips are mixed together in a cloth bag, and the first team's clue-giver draws a slip and starts talking. Clues can be almost anything as long as they're verbal—no props or charades.

At some point during the game you'll have heard enough to be able to recognize some of the categories; this should make guessing easier, which

FAMILY GAME

ADEL VERPFLICHTET

COMPANY AVALON HILL **PRICE** $25 **PLAYERS** 2-5, AGES 12+ **PLAYING TIME** 1 HOUR



Adel Verpflichtet (ah-dell fair-FLEEKH-tet) is a competition among members of the "Club Antique" to advance along the castles pictured on the board by displaying the best collection of rare *objets*. There are 45 such items, ranging from a 15th-century Italian mask to Andy Warhol's 1982 sunglasses, each pictured on a card along with a year and a letter from A to F.

Each player holds a set of 10 smaller cards that govern the play: two Location cards, which announce a visit to a Castle (to exhibit collections) or the Auctionhouse (to buy items); four Checks worth various amounts; an Exhibit card to announce an exhibit; two Thief cards, which are used to attempt to steal from



other players; and a Detective card, which arrests the Thieves.

Players begin by placing one of



you'll appreciate since the time limit per turn is a measly 30 seconds. If time runs out in mid-clue (or if the clue-giver violates a cluing rule), rival team members yell "BAGGIT!"—usually with great gusto—and the slip is returned to the bag, which is passed to the next team. Once an item has been named, the slip is discarded. When they've all been used, the game is over and the team that has named the most items wins.

Since the items to be named are not provided but have to be made up by the players themselves, Baggit, unlike most category-type games, is infinitely replayable. If you have fewer than six players, you can extend the length of the game by having everyone choose two categories instead of one. You'll probably do that anyway, because you're not going to want the game to end. ■ —Eric Berlin

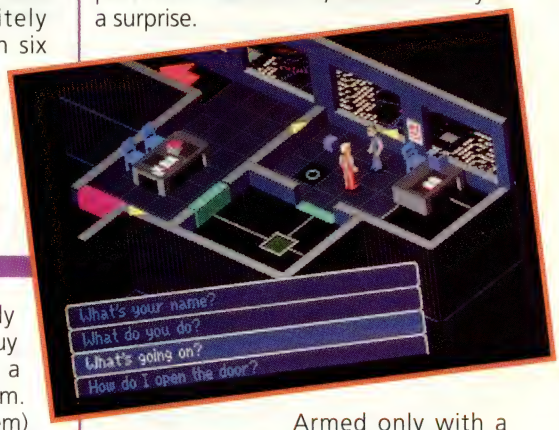
COMPUTER GAME

D/GENERATION

FOR IBM/COMPATIBLE COMPUTERS; THE SOFTWARE TOOLWORKS, UNDER $50

FINGERS — BRAIN
JUMP RIGHT IN — READING REQUIRED

D/Generation is a multi-level, multi-room puzzle game in which the goal is ultimately to reach the highest level. The scene is a high-rise office building, where a research scientist for whom you are bearing a package has lost control of the genetic mutants he was researching and has been forced to the top floor. There are four mutant types: A/Generation, red globules that eat living organisms; B/Generation, blue cylinders that squash living beings; C/Generation, mutants that assume the shape of any object and decapitate their victims; and D/Generation, the most powerful mutant of all, whose identify is a surprise.



Armed only with a laser gun, you must search each room, rescue anyone you find, and pick up keys and additional weapons while avoiding traps and zapping the killer mutants before they can do something horrible to you. Rescuing people, though not essential, is a good way to get valuable information. Many rooms have wall switches that disable traps and security devices, some of which are in other rooms; it's up to you to figure out how they work.

The game should take no more than a few hours to finish. Its fast pace, and the progress of the plot as revealed through conversations with employees in the building, make D/Generation feel more like a movie than a game. The climactic ending, though gruesome, left me itching for a sequel, which I hope is in the works. ■ —Russ Ceccola



their Location cards face down, then revealing them simultaneously. Those visiting the Auctionhouse now play—first face down and then simultaneously face up—a Check if they want to buy one of the two displayed items, or a Thief. The highest Check gets the item. A Thief steals the Check (not the item) unless there are two Thieves, who cancel each other out.

At the Castle, the plot thickens. Players there may mount an exhibit if they own at least three cards with the same or consecutive letters. The players with the biggest collections advance on the board; ties favor the oldest item. A Thief can steal an item here, but if a Detective card is played, all Thieves are sent to jail.

The game, a delightful reworking of the rock-scissors-paper theme, relies heavily on bluffing and psychology, but you also have to manage your money (and your Thieves!) efficiently, since you have only four Checks.

Adel Verpflichtet, which translates roughly as "noblesse oblige," was named Germany's Game of the Year in 1990—and after weeks of playing it I can certainly see why. ■ —Sid Sackson

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Although many computer baseball games offer exciting arcade action,



combining that visceral excitement with actual teams and statistics has been an elusive quest. Until now. Tony La Russa's Ultimate Baseball will have both action fans and stat mavens cheering.

The basic view is of the infield. An inset shows the batter-pitcher duel, and at the bottom of the screen you see the basepaths, the names of the batter and the pitcher, and the count.

Pitching is natural and easily grasped: You pick one of four pitches and aim it with the joystick (or the keyboard). When batting you choose any of four strokes, from a power swing to a bunt. When the ball is hit, the "camera" pulls back and you see a gray circle indicating where it will land. In this game, you can field balls successfully with minimal practice.

You can play a single game or a 162-game season, compete against the computer (the difficulty level is adjustable) or another human, and switch sides in mid-game. Even injuries and exhaustion are factored in; for instance, if you warm up your reliever too long, he'll be all tuckered out by the time he gets to the mound.

As wonderful as this game is, I have two quibbles. On a hit, the action stops for an instant replay to give you time to field the ball—but it's disconcerting at first. And when your team is on the road, it's hard to see the ball against the home team's white uniforms.

Expansion disks ($20 each) let you play in all American and National League stadiums, and a classic stadiums disk lets you go back to the Polo Grounds, old Yankee Stadium, and Ebbets Field. Insert the Great Teams 1901-1968 expansion disk, and you'll be ready to replay Dodgers vs. Yankees 1955. What a game that should be! ■ —Matthew Costello

ETCETERAETCETERAETCETERAETCETERAETCETERA

With baseball season in full swing, now's the time for **Buzzball** (Buzzball, Box 160342, Sacramento, CA 95816; $5.25 ppd.), which you play with one opponent during (or even after) actual ballgames. You each choose a three-man squad from one team, plus a "bum" for the opponent's squad, then tally points on the provided score sheets according to how well your four players do. Now even a boring game can be exciting.



With the quincentenary of Columbus's voyage to the New World under full sail, consider **Columbus!** (Points Westward, Box 222, Buffalo, NY 14217; phone (716) 874-9325; $26 ppd.), a family boardgame inspired by guess what. As you travel around two different areas of the board, you collect stuff in the perimeter that you can trade for other stuff in the interior that gives you control of outposts. It isn't historically accurate, but neither are most of the stories about you know who.

What would you get if you mated Bartlett's *Familiar Quotations* with Trivial Pursuit? **Notable Quotables** (GameMakers, (619) 481-8697; $30), that's what. On each turn, you can guess either the author of a quotation or a missing word. So if you can't remember who, maybe you can figure out what. ■

VIDEOGAME

SUPER MARIO WORLD

AVAILABLE ONLY WITH SUPER NINTENDO ENTERTAINMENT SYSTEM

FINGERS — BRAIN

JUMP RIGHT IN — READING REQUIRED

The kind of play that is unique to videogames is perfectly exemplified by Nintendo's Super Mario Bros. series—challenging to brain, fingers, and spirit, compulsively playable, and so involving that you have to remind yourself every few minutes to take a breath.

There have been three Mario Bros. games for the NES and one for the Game Boy, and now, to show what their 16-bit Super NES machine is capable of, Nintendo is including Super Mario World right in the box with the hardware. Which means, of course, that to get the game you have to buy the system. Which you should probably do anyway.

Like all Mario Bros. games, Super



Mario World is made up of a series of areas divided into sections. Most of the time you're trying to advance while gathering power-up items and coins and evading or shooting enemies. You will have to learn certain techniques and perfect your timing. You will have to play for a long time before you've discovered *half* of the secrets the game contains. And you'll have to learn how to use the Super NES's sophisticated new controller, which has, in addition to the START button, seven action buttons plus the directional pad.

If you can't figure out how to set the clock on your VCR, maybe you should stick to tiddlywinks. But if you're ready to devote some serious hours—many, many of them—to one of the all-time great videogames, maybe it's time you got Marioed. ■ —B.H.

PHOTOGRAPHS BY BUTLER & TEGNI



by John Langdon
Foreword by Martin Gardner

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BENDING THE RULES

NEW TWISTS ON OLD GAMES

BY R. WAYNE SCHMITTBERGER

Game inventors make many arbitrary decisions when creating the rules of a game: How many cards should be dealt? Which ways should the pieces move? How much money should players start with? The rules they end up with should not be considered inviolate. By modifying them, you can often make a game more interesting and can customize it to meet your needs and tastes. Even the most popular generic games, such as chess, which is only one currently popular form of a family of chesslike games, can be modified in interesting ways.

In his book New Rules for Classic Games, *R. Wayne Schmittberger, a former editor of GAMES and the inventor of dozens of boardgames and puzzles, suggests variations on the most popular commercial and generic games, including Monopoly, Scrabble, Trivial Pursuit, chess, backgammon, and many others, and gives general advice on how to modify virtually any game. It's an essential book for anyone interested in gameplay. Some of his suggestions appear on this page.*

AUCTION MONOPOLY

For players who want every game of Monopoly to be a serious strategic challenge, here's my version of Auction Monopoly.

The game is played normally except that *whenever a player lands on an unowned property, all players may try to buy it.* The player landing on it has the right to make the initial bid, which must at least equal the property's mortgage value. Bids then rotate clockwise around the table, each player having the right to pass or increase the bid by at least $10. No one may bid more money than he or she has or can raise. A player who passes may re-enter the bidding again later. When everyone has passed in succession, the property goes to the highest bidder.

This is an extremely challenging game. Be careful not to overbid early in the game and leave yourself unable to compete for other properties. It can be very interesting to see what happens to the bidding for a property somebody needs to complete a monopoly!

SUPER CHINESE CHECKERS

Here's a version of Chinese Checkers that has become popular in France. It speeds up the game and also adds many interesting tactical possibilities.

The difference is the jumping rule. *A piece may jump over any other piece along a straight line so long as the jumped piece is at the exact midpoint of the jumping distance.* That is, the number of spaces the jumping piece crosses before reaching the jumped piece must equal the number of spaces it crosses after passing it. No other piece may lie in the path of the jump. Conventional Chinese Checkers jumps are still allowed, of course. Multiple jumps of varying distances are allowed, as long as each separate jump follows the new rule.

WRAPAROUND SCRABBLE

When playing Scrabble, nothing is more satisfying than finding a seven-letter word in your rack—or more frustrating than having nowhere to play it! After some experimentation with the board's geometry, I came up with a variation that has proved very popular with some of my regular Scrabble opponents.

Imagine bending a Scrabble board so that its left edge is joined to its right edge, and its top edge joined to its bottom edge. What you'd have is a donut-shaped object known as a torus. To play on this board, you may enter a word that begins near the right edge and "wraps around" to continue on the left edge, or that begins on the bottom and continues on the top.

The new geometry makes it easier to fit a "bingo" on the board and in general increases the possibilities. But it also creates the possibility of a "triple-triple" if a word crosses two triple word squares. This problem is fixed by adding the simple rule that if a word crosses two such squares, only one of them counts.

TRIVIAL PURSUIT WITH HANDICAPS

If you play Trivial Pursuit in a group, and one player regularly wins more often than everybody else, try this method of evening up the chances.

Each time a player wins a game, he or she gets one handicap point, which is carried from one session to the next. (Somebody should be assigned the job of keeping track of handicap points.) When a new game begins, a player must choose a "handicap category" for each handicap point the player has. Whenever a player lands on the headquarters space for one of his or her handicap categories, *two questions in a row must be correctly answered in that category to earn a wedge.*

If a player has more than six handicap points, making all categories handicap categories, the player must name one category a "double handicap," requiring *three* correct answers for a wedge. If all players have handicap points, they should each reduce them one at a time until at least one player has zero before starting a game.

EXTINCTION CHESS

If you think chess is slow, try this rock-'em-sock-'em variation of my own invention.

The only change is the goal of the game. Checkmate is abolished. Think of each kind of piece—king, queen, rook, bishop, knight, and pawn—as a different species of animal. Your job is to avoid the extinction of any of your species. You must keep at least one of each kind of piece—if you don't, you lose.

This means you can win by capturing the enemy king, as in regular chess (though now you actually have to remove it from the board), or by capturing either your opponent's queen, both rooks, both bishops, both knights, or all eight pawns. This also means that you can never offer to trade queens because as soon as yours is taken the game is over (you lose), and that if one pair of knights is exchanged, you have to protect the other one just as hard as if it were your king.

In this game you can promote a pawn to any piece, including a king. With two kings on the board, you can afford to lose one of them. ■

NEW RULES FOR CLASSIC GAMES BY R. WAYNE SCHMITTBERGER. COPYRIGHT © 1992 JOHN WILEY & SONS, INC. REPRINTED BY PERMISSION OF THE PUBLISHER.

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CONTEST RESULTS

FROM FEBRUARY

CALCULATRIVIA V

From Latin poetry to French Monopoly, from quark theory to nursery rhymes, the 40 questions in "Calculatrivia V" covered quite a range of topics. About 18 percent of the 4,400 entries (over one-third of which arrived on the very last day) correctly answered all the questions and did the complicated math to come up with the right result for X.

By far, the question missed most often was letter ψ, the "number of different positions that can exist in a chess game immediately after White's second move, assuming each player has made a legal move each turn." The correct answer—5,362—was placed in the equation outside the main fraction. Thus, even wrong answers didn't complicate the math and alert solvers that they might have made an error.

The same can't be said for question σ, the "number of digits in a googolplex." A googol is 10^{100}, and a googolplex is 10^{googol}. The latter has $1 + 10^{100}$ digits. This huge number, when placed in the equation with the other answers, created the term ($10^{100} - 100$), which conveniently canceled with ($10^{50} - 10$) times ($10^{50} + 10$). Incorrect answers placed in the equation made a mess.

Here are footnotes to some of the other tough questions: a—London Bridge is in Arizona; Toad Suck Ferry is in Arkansas; b—763 x 852 x 941; e—*Route 66* and *77 Sunset Strip*; f—Avenue des Champs-Elysées = 150,000, Rue de la Paix = 200,000; g—*Five Million Years to Earth*; h—Thomas Marshall (1913-21); m—Colombia (Columbia, Columbus); n—Bobby Orr of the Boston Bruins; p—Switzerland; q—Severinus; r—Henry Fonda's character; s—3,430 hits in the seventh edition, 3,418 in the eighth; v—Kalaallit Nunaat, also known as Greenland; z—the 12th state ratified it on February 7, 1795; δ—Vietnam's currency; ε—$C_9H_8O_4$; ξ—"It was twenty years ago today ..."; τ—*101 Dalmatians*; ψ—[for a detailed explanation to this question, send a stamped return envelope to: Calculatrivia Question ψ, c/o GAMES].

The grand prize winner of $2,000, chosen at random from among the correct entries, is James Lessard, of Bloomington, Minnesota. Runner-up GAMES T-shirts go to: Nazanin Imani, Ames, IA; Bob Lodge, Wenatchee, WA; Isabel Lozano-Renieblas, New York, NY; Jamie Lubin, Randolph, NJ; D. Paulina, Iowa City, IA; Martin Puller, Fort Worth, TX; David Savitt and Ari Benbasat, Vancouver, British Columbia; Gary Sega, Oak Ridge, TN; Joseph Ward, Eatontown, NJ; and Matt Zinno and Jen Alper, Providence, RI. —Peter Gordon

X = 117,850

a = 40	w = 10
b = 611,721,516	y = 50
c = 25	z = 11
d = 0.086	α = 978
e = 11	β = 965
f = 350,000	$\gamma = 1^{97}/_{143}$
g = 5,000,000	δ = 1
h = 1	ε = 9
j = 3	ζ = 14
k = 22	η = 1779
l = 78	θ = 1521
m = 5	κ = 27
n = 4	λ = 10
p = 700	$\mu = 65^{5}/_{11}$
q = 7	ξ = 20
r = 8	$\sigma = 1 + 10^{100}$
s = 12	τ = 101
t = 18	ϕ = 1999
u = 3	ψ = 5362
v = 840,000	ω = 1999

FROM FEBRUARY

TRICKS FOR THE MEMORIES

All honorable and conscientiously dedicated judges liked many pieces; relish remembering winners.

The above is a mnemonic for the last names of the winners in "Tricks for the Memories." With this handy aid, we will never forget the entries that caught our fancy and got our nod.

Of the 450 entries, many offered new ways to remember the 7 Dwarfs, Santa's 8 reindeer, the 10 Canadian provinces, and the 12 zodiac signs. None of these, however, could be considered "modern," as required by the rules, but they were wonderfully done.

The grand prize of $1,000 worth of puzzles and games from the Bits & Pieces catalog goes to Robb Aldrich and Erik Hassing, of Waterville, Maine. Their up-to-date mnemonic:

Gorbachev's khaki underwear always tends to ride up at long lines exiting boring Kremlin meetings. This is to help you remember the 15 ex-Soviet republics: Georgia, Kirgizia, Ukraine, Armenia, Turkmenia, Tadzhikistan, Russia, Uzbekistan, Azerbaijan, Latvia, Lithuania, Estonia, Byelorussia, Kazakhstan, and Moldavia.

Runner-up GAMES T-shirts go to the following (in alphabetical order):

Beyond the moon two giant kangaroos are kissing under a red umbrella. The 12 republics joining the new Commonwealth of Independent States: Belarus, Tajikistan, Moldova, Turkmenistan, Georgia, Kyrgyzstan, Azerbaijan, Kazakhstan, Uzbekistan, Armenia, Russia, and Ukraine.—Laura Aynsley, Falfurrias, TX

Grandma prohibits big male jumping cockroaches. The first names of the Brady kids: Greg, Peter, Bobby, Marcia, Jan, and Cindy.—Lynn Clawson, Casselberry, FL

Bet carefully, take time, roll sevens, play smart, cash chips. Hallelujah! Casinos in Atlantic City: Bally's, Castle, Trop World, Taj Mahal, Resorts, Show Boat, Plaza, Sands, Claridge, Caesar's, and Harrah's.—Jean Davis, Monticello, NY

Memory need enhancing? Mine only needs initially comparable spelling! How to spell "mnemonics." —Jay Johnson, Evart, MI

Rocket scientists will blast off; stellar travel sounds keen. The current Supreme Court justices: Rehnquist, Scalia, White, Blackmun, O'Connor, Stevens, Thomas, Souter, and Kennedy.—John Levanduski, Orlando, FL

Trials are bitter pills, so serious lawyers crave Popeye, Olive Oyl, and strong, silly Bluto. The ingredients of a Big Mac: Two all beef patties, special sauce, lettuce, cheese, pickles, onions on a sesame seed bun.—Jeff Michaels, Wichita, KS

Hungry minds everywhere naturally enjoy GAMES magazine. First names of the characters on *thirtysomething*: Hope, Melissa, Ellyn, Nancy, Elliot, Gary, and Michael.—Robin Prevade, McKees Rocks, PA

If mnemonics made sense, people would obviously speak in perfectly stilted manners nearly incessantly! The 11 universities in the new Big Ten: Indiana, Michigan, Michigan State, Purdue, Wisconsin, Ohio State, Illinois, Penn State, Minnesota, Northwestern, and Iowa. —Susan Ridgeway, Gahanna, OH

Cheap wine has amazingly bizarre effect, encouraging a person's zani-

ness. The first 10 heirs to the British throne, in descending order: Charles, William, Henry, Andrew, Beatrice, Eugenie, Edward, Anne, Peter, and Zara.—Susan Robinson, Cambridge, MD

Large family lacks kind, beautiful, musical governess. The Von Trapp children (in *The Sound of Music*) from oldest to youngest: Liesl, Friedrich, Louisa, Kurt, Brigitta, Marta, and Gretl.—Rosaline Wu, Redondo Beach, CA

—Gloria Rosenthal

FROM APRIL

PUZZLE CHAMPIONSHIP

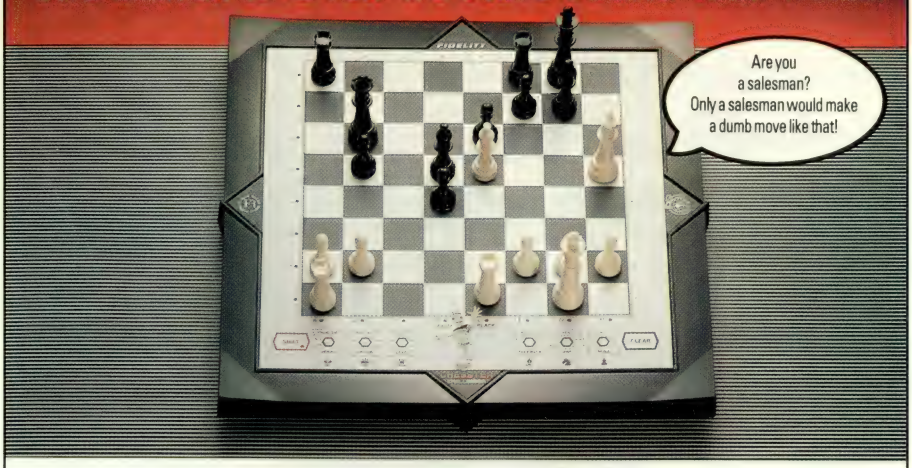
As we go to press, teams from 16 countries have signed up to compete at GAMES's 1st World Puzzle Team Championship, to be held in New York City June 24-28. These are: Argentina, Canada, Croatia, Czechoslovakia, Finland, France, Germany, Hungary, Japan, the Netherlands, Poland, Russia, Slovenia, Spain, Turkey, and the United States. We expect more will be added to the list later.

The Championship will feature puzzles in math, logic, observation, and memory—no crosswords or other types that are linguistically or culturally biased. The four-person teams will compete over two days, scoring points in individual and team events. Trophies will be awarded to the winners.

Depending on when you receive this issue, you may still have time to register for the qualifying test, to be conducted by fax, and win a place on the U.S. or Canadian team. This test will be held on Saturday, May 9. GAMES will simultaneously fax the test to all competitors, who will have 90 minutes to solve as much as they can and fax their answers back. The top four Americans, and the top two Canadians, will have all their expenses paid to the Championship in New York.

To register by mail to compete, send your name, address, phone number, fax number, and $15 entry fee to: 1st World Puzzle Team Championship, GAMES, 19 West 21st Street, New York, NY 10010. Make checks payable to GAMES. To register by phone, call 617-536-5536 (with Visa or MasterCard). The deadline for registrations is Thursday, April 30. All contestants will receive confirmation of registration by mail, along with rules, an answer sheet, and a time (in the late morning or early afternoon) at which to expect the fax on May 9. —Will Shortz

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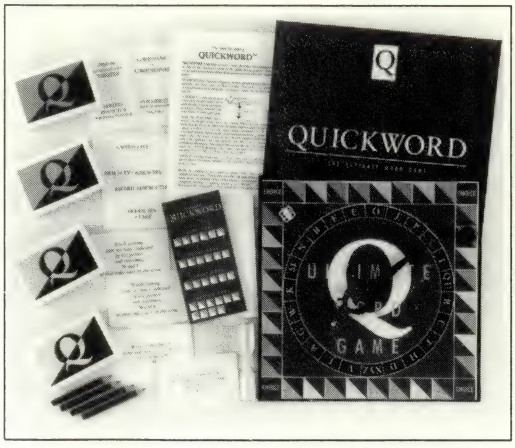
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Burt Hochberg, Senior Editor
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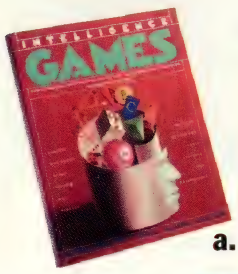
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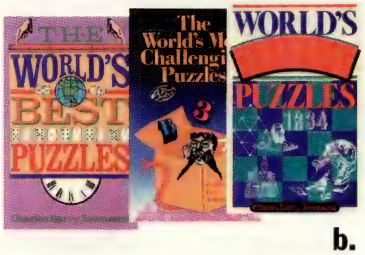
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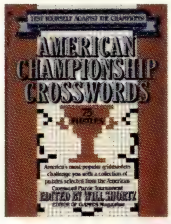
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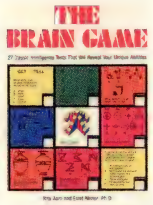
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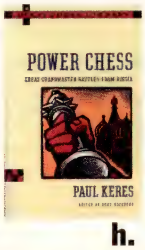
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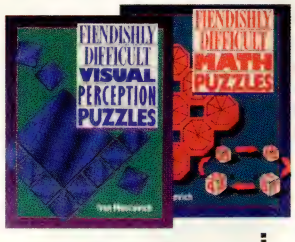
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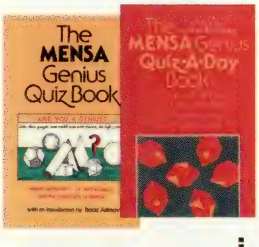
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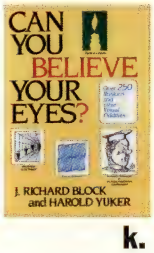
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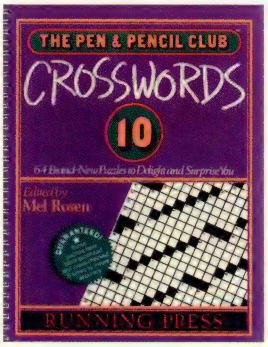
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WILD CARDS

edited by peter gordon

TRIVIA

THE NAME'S THE SAME

Each of the TV actors' last names (1–15) below can be paired with the last name of a character listed on the right (a–o) who was portrayed by that actor and who shares that actor's first name. For example, Tim Allen (#1) plays Tim Taylor (m or n) on *Home Improvement*. Can you match the rest, and provide both the shared first names and the series they're from?

1. Allen	a. Banta
2. Arnold	b. Baxter
3. Anderson	c. Boyd
4. Danza	d. Conner
5. Duncan	e. Cunningham
6. Glass	f. Harris
7. Griffith	g. Hartley
8. Harrelson	h. Hogan
9. Jones	i. Kotter
10. Kaplan	j. Partridge
11. Knight	k. Stone
12. Ross	l. Stone
13. Newhart	m. Taylor
14. Reed	n. Taylor
15. Thomas	o. Williams

—Sandy Fein



FOR THE RECORD

STATE THE FACTS

A certain vowel, a certain consonant, or both appear in the names of 47 of the 50 U.S. states. Can you identify the vowel, the consonant, and the three state names in which neither appears?

—Raymond D. Love

LOGIC

WORD FISHING

The object of Word Fishing is to "catch" the target word based on the "nibbles" and "bites" given by the clue words. Each nibble means that the word has a letter in common with the target word, but not in the right place. Each bite indicates a letter in the correct place. For example, if the target word were SCROD and the guess word were PERCH, there would be one nibble (for the C in the wrong spot) and one bite (for the R in the right spot). The puzzles get progressively harder.

	Nibbles	Bites
1. BAIT	1	0
BONE	0	2
CORK	0	0
PAIL	2	0
PIKE	0	2
_ _ _ _	0	4
2. CLEAN	1	3
CORKS	2	0
FLIES	1	0
SHARK	1	0
_ _ _ _ _	0	5
3. ANCHOR	2	1
ANGLER	3	0
CAUGHT	0	1
DINGHY	1	0
MARKET	1	1
MARLIN	2	2
SAILED	1	2
_ _ _ _ _ _	0	6

—Bonnie G. Knox

TWISTS

SECONDARY OPPOSITES

Two words are opposites if they have opposite meanings (such as HOT and COLD), while two words are *secondary opposites* if they can go before two regular opposites to form familiar, new expressions. Thus, RED and ICE are secondary opposites because they can precede HOT and COLD to make RED-HOT and ICE-COLD. Given the secondary opposites below, how many of the regular opposites can you name to go with them?

1. JET and LILY
2. SOAKING and BONE
3. FILTHY and DIRT
4. AGE and BRAND
5. WIDE and SOUND
6. FAST and MORTAL
7. STINKING and COLD

—Robert Leighton

NUMBER PLAY

HI-TECH COMMUTING

Joe Nepenthe often forgets to take documents from his home to his office, so sometimes he has to make an emergency trip home to fetch them.

Yesterday he had a car phone installed. This morning, while he was driving to work, his wife called and reminded him that he'd forgotten some important contracts. He turned back, got them, and continued to his office.

That evening after work, Joe told his wife, "That phone saved me an hour of driving. Without it, I would have done twice as much driving this morning as I actually did."

How long had Joe been driving when he received the call?

—Bob Stanton

TEASERS

TRIHOMINOES

The words EWE, U, and YOU are all pronounced the same, yet they start with different letters. We can think of four more such sets. Three of them use only common words; the fourth uses a less familiar word. How many can you come up with?

—Mildred K. Henderson

ILLUSTRATION BY ABE FISCHMAN

ANSWERS, PAGE 43

WILD CARDS

WORDPLAY

PLAYING CARD LADDERS

The object of a word ladder is to change one word into another by altering one letter at a time and making a common, uncapitalized English word at each step. No letters may be scrambled from one step to the next. For example, to change WARM to COLD in four steps, you could write WARM, WARD, WORD, CORD, COLD. Can you complete the five word ladders below (all relating to card playing) in the number of steps listed?

1. WILD to CARD (4 steps)
2. JACK to KING (5 steps)
3. FULL to DECK (5 steps)
4. HEART to SPADE (5 steps)
5. STUD to DRAW (8 steps)

—Ogden Porter

LOOK

FLOOR EXERCISE

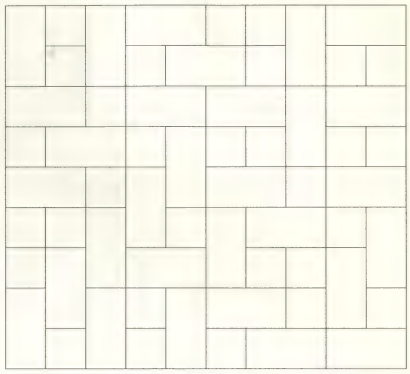
Woody Sanders recently received a shipment of floor tiles made of exotic bewilderwood, and proceeded to tile the family room with them. The tiles were L-shaped, consisting of a single small square joined precisely to a two-by-one rectangular piece. Since the tiles had a finish on only one side, they couldn't be flipped before being put on the floor. Thus, they could be placed only in the four ways shown above right. Sanders got sloppy while doing the job and dropped one of the tiles. Luckily it split right along the seam. Woody rejoined the parts, but accidentally glued the square on the wrong side of the rectangle, forming a mirror image of the correct tile. He then finished tiling the floor.

Where in the family room floor did Woody place the mirror-image tile?

The four ways to place the tiles



The family room floor

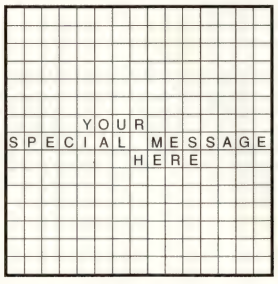


—Dan Dyckman

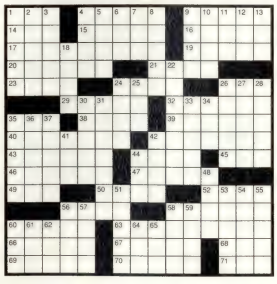
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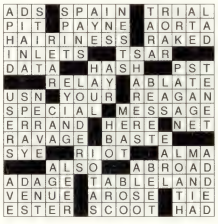
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WORDPLAY

INTERNAL AFFAIRS

By inserting a word from the right column (a–t) into the correct word in the left column (1–20), you can form a longer new word. For example, if POT appeared in the left column, and TEN in the right, TEN could be inserted into POT to make POTENT. Each word is to be used exactly once.

1. CON	a. IS
2. CUR	b. US
3. HOE	c. ART
4. SHY	d. BEE
5. CAKE	e. CAN
6. OPAL	f. ICY
7. SEED	g. TIC
8. WARY	h. ARCH
9. OVERT	i. EXIT
10. PIQUE	j. LAMB
11. UNCLE	k. LASH
12. BENDER	l. ONTO
13. COMPLY	m. RANT
14. COURSE	n. SIGH
15. FLIGHT	o. STAG
16. GENIES	p. THOU
17. NUANCE	q. CARES
18. REVERY	r. DISCO
19. HURRIES	s. MEDIA
20. WILDEST	t. RUBBER

—Stephen Sniderman

TWISTS

FRACTURED FILMS

Each series of words below is a familiar film title in fractured form. For example, "Hoe, mall, loan" represents *Home Alone*. If you're having trouble, say the words aloud, or listen to someone else read them.

1. Cherry, its, off, ire
2. That, Herman, eight, her
3. Deign, juries, Lee, a, zones
4. Demand, sure, he, ink, and, a, date
5. River, saw, law, four, chin
6. Daze, oft, under
7. Thug, odd, fodder
8. Bag, tooth, off, huger
9. That, ray, shore, oft, Aussie, era, mod, ray
10. A, ten, a, have

—Brad Friedman

FOR THE RECORD

POP QUIZ

The two big cola companies—Coke and Pepsi—have used so many slogans over the years that the phrases for the fizzy stuff have become fuzzy. For each of the slogans below, simply identify the brand. The words "Coke" and "Pepsi" have been replaced with blanks.

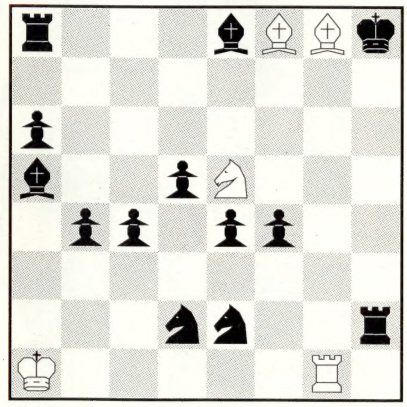
1. ___ adds life.
2. Can't beat the feeling.
3. Catch that ___ spirit.
4. Catch the wave.
5. The choice of a new generation.
6. Gotta have it.
7. ___'s got your taste for life.
8. Have a ___ and a smile.
9. Have a ___ day.
10. I'd like to buy the world a ___.
11. ___ is it!
12. Join the ___ people feelin' free.
13. Things go better with ___.
14. The pause that refreshes.
15. Taste that beats the others cold.
16. ___ now!

—Karen Anderson

CHESS

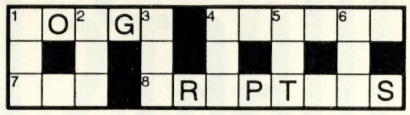
KNIGHT SHIFT

In the chess problem below, Black does not move. White is to mate Black by moving only his knight, but the knight may not move to a square where it would be under attack. What is the fewest moves necessary to mate Black?



—Daniel Currie Hall

ANSWERS, PAGE 43



ACROSS

1. Engineer ought to be difficult (5)

8. Your favorite puzzles will make you weep softly and twitch with a bit of surprise (8)

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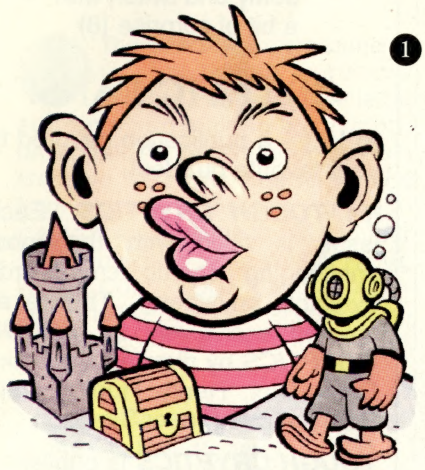
WHAT'S LOOKIN' AT YOU, KID?

Of course you know what a bird's-eye view is, but on this page are nine animal-eye views that are *not* for the birds. Can you identify the animals that see these scenes?

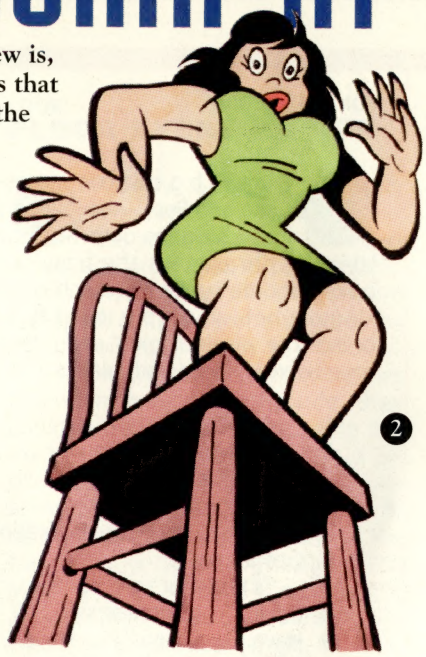
BY RAYMOND ECKE

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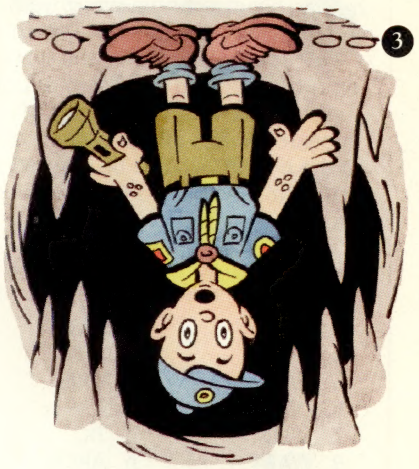
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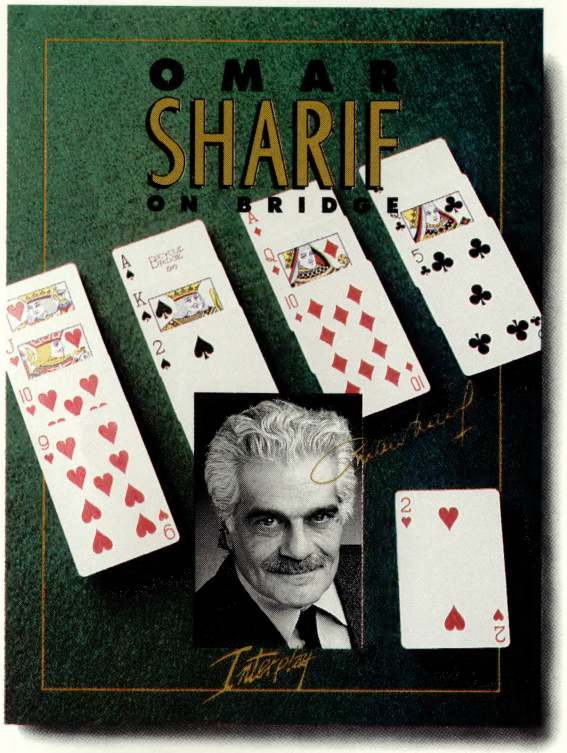
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ILLUSTRATIONS BY STEVE MELLOR

PLAY BRIDGE WITH THE MASTER HIMSELF



INCLUDES ON-DISK TUTORIAL

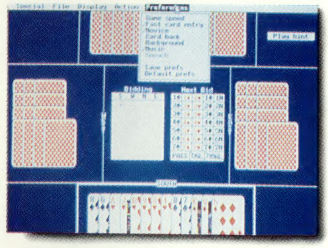
Omar Sharif On Bridge™

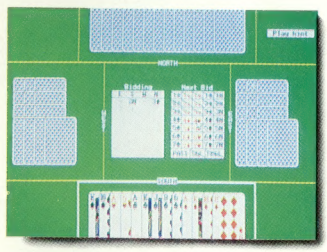
Imagine yourself at the tables of Monte Carlo, playing bridge with the masters of the game...with Omar Sharif, world famous bridge columnist and card player, as your partner and personal tutor!

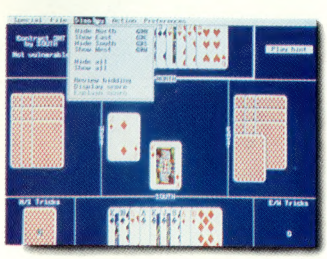
Omar Sharif On Bridge™ is the world's first talking bridge game that features full VGA graphics, major sound board support, an on-disk tutorial, and an easy-to-use, point and click interface.

You'll hear Omar Sharif congratulate you on a bold finesse, or suggest another lead if your game needs some fine-tuning. Full VGA graphics allow you to select from several types of card decks while the user-friendly interface makes bidding and playing fast and intuitive.

Omar Sharif On Bridge's™ many features allow you complete control over the game. You can set up your own hands to practice slams, no trump hands, defensive play, or work on specific weaknesses of your game. Explore "What If?" scenarios with the "Take Back" and "Rebid" features. And with the on-disk tutorial, *Omar Sharif On Bridge*™ is the perfect way to learn to play the world's greatest card game...with Omar Sharif as your own personal tutor.







MS-DOS Screens Pictured.

Omar Sharif On Bridge's™ many features include:

- *Digitized speech*
- *VGA graphics in 640 x 350 mode*
- *From one to four people can play, or the computer can play by itself*
- *Complete control over play with "Take Back" and "Rebid"*
- *Random deals or design your own hands*
- *Switch hands and then replay them*
- *Reveal any or all hands at any time*
- *Review bidding or display score at any time*
- *Claim or concede tricks*
- *Speed up or slow down play*
- *On-disk tutorial*
- *Novice mode for beginners*
- *Offers hints at your request when you're stuck*
- *Music for most major sound boards*
- *Printer control to print out hands*
- *Loading and saving hands*
- *Plus much, much more!*

To order *Omar Sharif On Bridge*™, call 1-800-969-GAME. Available on MS-DOS compatible machines for $59.95.

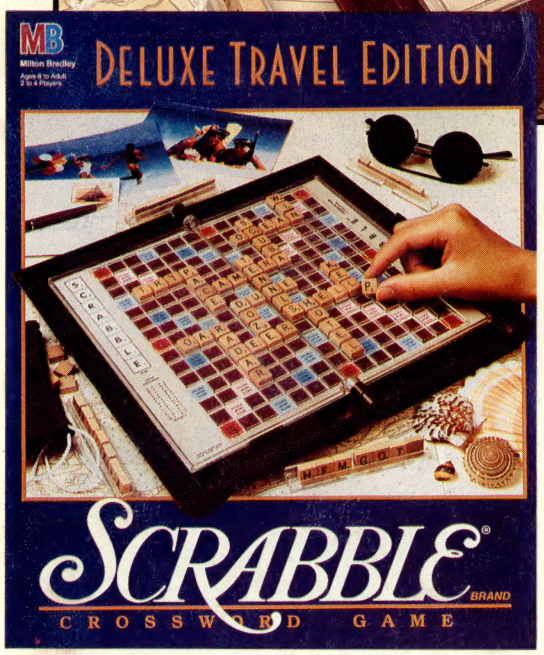
Interplay™

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